50 NEW GAMES!

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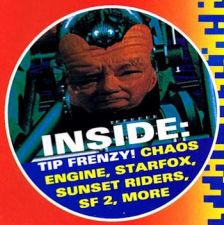
GAMES MASTER

Sega! Nintendo! Amiga! More!

Issue Five May 1993



INSIDE: TIP FRENZY! CHAOS ENGINE, STARFOX, SUNSET RIDERS, SF 2, MORE

MEGA CD

The future of Mega Drive gaming is here! Check our reviews of three new titles on page 26!

MEGA DRIVE

Cool Spot, Tiny Toons, Summer Challenge

SUPER NES

Lost Vikings, King Arthur's World, Robocod

AMIGA

Body Blows, Desert Strike, Lion Heart

DOMINIK!

Read all about his day out at Delphine in Paris!

WIN

Hundreds of vids! Loads of posters! And a couple of hats!

PLUS

The Hit Factory! We 'Probe' Britain's leading games programmers!

BAT'S ENTERTAINMENT!

The Dark Knight returns in an all-new SNES adventure, and it's great! See page 51

EAST 17 AND SAID FLORENCE IN BUMPER BAR-ROOM BRAWL!

London's finest star in our claret-splattering Streets of Rage challenge! Rush to page 44!

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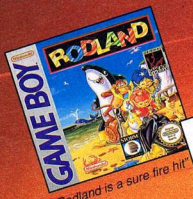
Future PUBLISHING Your guarantee of value

4 CHANNEL FOUR TELEVISION

WARNING! STORM GAM
SUPER NINTENDO
STOR

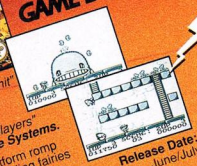
ES ARE SUPERCHARGED



"Rodland is a sure fire hit" **N-Force.**

"An instant laugh, especially with two players" **Nintendo Magazine Systems.**

Cutesy platform romp of wand-wielding fairies versus furry enemies.



Release Date: June/July

"Eliminator Boat Duel is dead good" **Nintendo Magazine Systems**

Wacky races on the water in the powerboat of your dreams.

Release Date: April

Nintendo ENTERTAINMENT SYSTEM

"Brain-warpingly puzzley, magically addictive, you'll be climbing the walls to finish it." **Game Zone**

Help Hokus and Pokus in their missions to save the froddlers before they escape through the teleporter door.

Release Date: July

"It's the sort of puzzle-arcade-maze-melting pot that your Game Boy was made for" **GB Action**

Join Catboy and Catgirl in over 100 levels of mind-boggling and compulsive puzzles.

Release Date: July/August

GAME BOY

"Should definitely figure in your collection" **GamesMaster**

Enhanced playability, graphics and sound in this frenetic shoot-em-up.

Release Date: End of March

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FREE

I would like to become a member of THE STORM FAN CLUB. I understand this will allow me to receive news on games, competitions, prize draws etc. For free membership, please complete the following and return to us immediately at: **The Sales Curve Ltd., Lombard Business Centre, 50 Lombard Road, London SW11 3SU.**

Name:

Address:

Postcode:

Age:

Which computer or console do you own?

Thank you for your time and we look forward to having you as a member of the STORM FAN CLUB.

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Nintendo

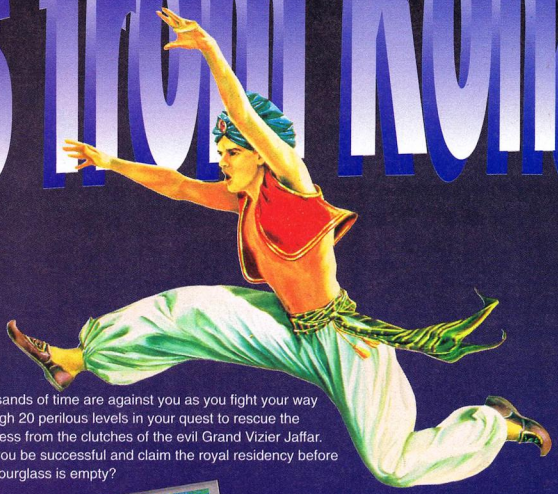
Get into your flame proof combat suit, strap into the cockpit of the AXELAY stratafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.

3 classic game

The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

ir SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your

es from Konami!



The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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ORIGINAL GAME BOY GAME PAK

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ISSUE 5
MAY 1993
STOP... ■

GAMES X

APPROACHING RIG

REVIEW BOOTH

48 From the four corners of the earth, across the seven seas and very possibly passing the eight wonders on the way come, ooh, a lot of new games. And what do we do with new games readers? That's right!

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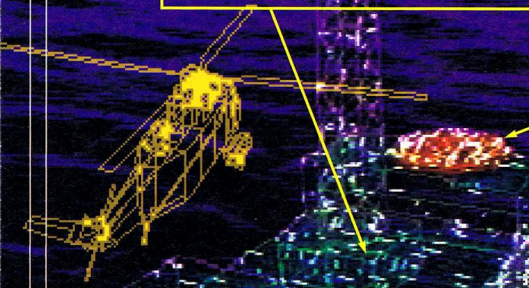

TIPS ZONE

100 Nothing is done in halves this month. Every section of tips is absolutely bursting with info, and nothing gets less than a double-page treatment. *Chaos Engine* and *Streetfighter 2* get three pages each, and so does *Star Wing* in fact... (*Yes, we get the idea thanks.* – Ed). Anyway, this month's line up is as follows:

Streetfighter 2
Chaos Engine
Sunset Riders
Star Wing
Cybernator

And of course, owners of cheating carts will be pleased to find three bumper pages of codes.

CONSOLETATION CHAMBER

101 From high up in his space tower of gaming omniscience (Hmmm) the GamesMaster dispenses wise words to everyone who asks nicely. Stuck on a game? He's your "man".

GAMESMASTER

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Crazy vids from Japan lots of *Lemmings* nonsense, the SNES Game Genie, Amiga Format Live and a little bit more.

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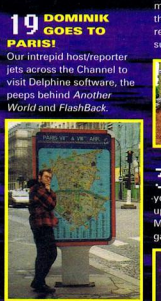
Can anything shift *Super Mario Kart* and *Streetfighter* from their SNES and Amiga top spots?.

19 DOMINIK GOES TO PARIS!
Our intrepid host/reporter jets across the Channel to visit Delphine software, the peeps behind *Another World* and *FlashBack*.



22 THE GAMES-MASTER INTERVIEW
Probe Software have written more hit games than any other developer in Britain. What's the deal? Dave Roberts investigates.

24 THE ENORMOUS OCEAN GIVEAWAY
Videos! Posters! Football kits! Hats (?). We've got the lot, and if you're lucky, so could you have. Just answer a couple of impossibly hard film Qs and they'll be yours!

26 THE MEGA CD IS HERE!
But is it any good? And more importantly, what are the games like? Read our report and see if you're as surprised as we were.

30 ARCADIA
Never before have you seen so many, er, cut-up brochures in your life! Mind you, some of the games are quite good.

32 WIN YOUR VERY OWN ULTRAMAN!
Relax, girls. This isn't one of those Win A Night Out With a Dream Hunk things, it's a competition to win a plastic figure with moving arms. Mind you...

33 SURVEY
Your brain will hurt and your cheeks will blush. Our survey is even *more* personal than the last one!.

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44 THE EAST 17 AND SAID FLORENCE CHALLENGE
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88 COMMERCIAL BREAK
A bumper bundle of brilliant bargains for you to buy.

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Excellent bargains that you'd be foolish to miss.

120 THE QUIZ
It'll make your skull ache and your eyes bug out, your toes curl and your nose run. We call it a quiz, but rumours are it's used in the Middle East as an interrogation aid.

121 LETTERS
We print some of your more interesting views, and a couple of the less thrilling ones.

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ORIGINATION
Avon Scanning and Planning

PRINTING
Varnicoat Ltd, Station Road, Pershore, Worcs, WR10 2DN

DISTRIBUTION
Future Publishing

THANKS: Gaz, Jim and Nige for a *jolly good* weekend .

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GamesMaster TV Show ©1992 Rewland International

From the makers of Total!, Sega Power, Mega, Super Play, Amiga Power, Amiga Format, PC Format, ST Format, Commodore Format, Amstrad Action, Your Sinclair and more!

(And the creators of the excellent exhibitions, the Future Entertainment Show and Amiga Format Live).

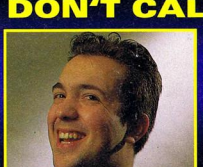
Printed in the UK.

Right! Now it's my turn for revenge. Lam, help me with this picture of Wayne, and make sure he doesn't see it before it's too late...

HALLO! SAMMY SIDELINE HERE! AS YOU CAN SEE, I'M A BIT OF TEXT THAT RUNS DOWN THE SIDE OF THE PAGE. NOW, YOU'LL FIND LOTS OF MY FRIENDS SCATTERED THROUGHOUT THIS ISSUE. IF YOU'D LIKE TO ENTER A SIDELINE COMPETITION, WRITE TO: SIDELINE "N" COMPO, GAMESMASTER MAGAZINE, FUTURE PUBLISHING, 29 MONMOUTH STREET, BATH, AVON BA1 2DL. INSTEAD OF WRITING "N", PUT THE PAGE NUMBER OF THE COMPETITION. GOODBYE!

NETW

DON'T CALL US...



Red-hot phone-on-mouth action. 0225 442244. I'm waiting! (Er...)

Look! We've stopped saying "Greetings!" Hooray! Don't know about you but I was thoroughly bored of it. Anyway, this is a slightly more brief hello from me than normal, since we've got such an incredible amount of news to fit into Network this month. So I'll keep my rubbish to a minimum and try to say something actually worthwhile. Now, as you can tell from the headline, this story is actually about some sort of phone activity. Yup, the Great GamesMaster Reader Call day is finally up and running. We've been hiding the phone in a drawer under a T-shirt for long enough, and Supreme Overlord Ingham has caught up with us and commanded two things. 1) That we shall be available to answer your calls on Friday afternoons and 2) We stop calling him the Supreme Overlord.

So, the number you call get us on is 0225 442244, but there are some important things to remember. Firstly, don't ring up and ask for cheats or tips, because the GamesMaster won't come to the phone. Second, don't ask us if the SNES is better than the Mega Drive. Third, we'd rather not have one of those "When you've finished with your review copy of xx, can you send me the cart?" conversations. Or "When is *Streetfighter* out on the Mega Drive?"

Apart from those things, we'd simply love to have a chat with you. We can't guarantee who'll answer the phone, so it's a bit like telephonic roulette. You might get Alison, or you might get Ade. Who knows? Anyway, there we are. Speak to you soon. In the meantime, if you want a laugh, ring the number from Monday to Thursday and you'll hear Ade doing our answerphone message, which is wretched. Bye!

AMIGA FORMAT LIVE

Oh, good heavens above! Anyone not involved in the Amiga "scene" living in the Wembley area is going to have a very miserable time from the 7 to 9 May, since that's when Amiga Format Live 93, erm, happens. The whole "area" as Adrian says will be sent into a frenzy of Amiga-related madness. However, since we're sure that anyone with half a brain (and a couple of people with complete ones, ho ho) will find the planet's biggest Amiga-only exhibition, the good people of Wembley will just have to put up with it.

The aim and indeed theme of the whole event is the versatility of the Amiga. As well as being a great place to go to get all manner of Amiga bargains, the event will boast a number of special areas. There's a Sound and Vision section concentrating on the Amiga's audio-visual capabilities, video technology and so on. Experts from Camcorder Plus magazine will be on hand to give you the benefit of their advice.

But the major attraction for GM readers will be the enormous Amiga Power Games Arcade where you can see and play all the top new releases for the machine. Virgin, Microprose and Gremlin Graphics are all to have a "presence" (showspeak) at the show and will be demo-ing all their forthcoming stormers. *Dune 2, Goal, Beneath The Steel Sky, Apocalypse, Hero Quest 2, Util Divil, B17* and *Gunship 2000*. All these and more will be there for you to check out!

The show runs 9.30 to 5.30 on Friday and Saturday, and 9.30 to 4.30 on Sunday. Tickets on the door cost £7. For more details check out the ad on page 28. If you'd like to reserve your tickets by phone (£5.95 or £5 for the under 10s) you can call the Credit Card Hotline on 051 356 5085.

AMIGA FORMAT Live '93

WEMBLEY EXHIBITION CENTRE
7 - 9 MAY 1993

Amiga Format Live 93, it says. And it *means* it. You can see this logo again on page 28.

BIGGEST EVER SHOW EVER ON EARTH EVER!

One thing you always find at shows are people. And what do people always need? Haircuts, that's right. So it beats me why you don't find more barbers plying their trade at these events. They'd make a killing. So come on, you hairdressers – get down to the FES and give us a trim.

Well, it's going to be pretty darned large, even if it's not the biggest thing ever. Last year Future Publishing, the company which sees fit to publish GamesMaster, held the Future Entertainment Show at Earl's Court in London. It was a pretty massive event, and a lot of fun was had by all, especially the people waiting outside in the queues.

Another show which was massive and spectacular was the self-styled GamesMaster show held at Birmingham's attractive NEC venue.

So there were two gotta-see shows last year, then? Wouldn't it be totally rad if they got together and had the Mother of All Shows?

Of course it would. So that's exactly what has happened. Future Events and Hewland International, both rock hard, storming companies, have pooled their resources. The result is the new, improved Future Entertainment Show, which will retain the same name as, er, the Future Entertainment Show.

Both firms believe that the big monster-show will be more than twice as good as each of the separate ones, so you've got absolutely no excuse not to be there, unless you're ill or something like that.

So if you're dying to meet the GamesMaster team, talk to the effervescent Dominik Diamond or even look at some other stuff (of which there will be a huge amount), come along to the show. It'll be the most amazing show this side of the Jim Rose Circus, except that nothing will go wrong and there'll be no blood.

The incredible FES (as we casually call it) will take place at Olympia in London, and will be on there from 11 to 14 November. Everything for Nintendo, Sega, Commodore, Atari and every other format will be there, and you can expect a load of first glimpses of 1994's amazing hardware and software releases.

Look out for ticket order forms and stuff in the next few issues of GamesMaster, which, incidentally, will also contain a series of jokes by Andy about Breakfast TV. They should be really funny, because he's been working on them for ages.

NETWORK

ALIEN WAR (DISNEYLAND GORIFIED)

The creator of Alien, and the two guys that thought up Alien War.

How many of you have been to Disneyland and seen that cute little mouse, Mickey? Okay, how many of you have been chased down dark, dingy passages, by a slimy black alien that wants to eat you for dinner? Well, later this year you'll have that chance, there will be a new attraction for you to visit in London. From the end June, there will be an all-new Aliens-style 'theme park', in which you'll be able to re-enact parts of your favourite film.

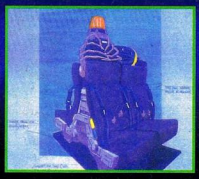
The project will be entitled Alien War, where a group of 12 people will be led into a 'set' which will be made to look like a remote space station – similar to the actual one seen in Aliens. The entire 'experience' will last for around 20 minutes.

The Alien War experience is not a new one. It has been a huge attraction in Glasgow having had a six month run between April and October 1992. More than 100,000 people have been put through this ordeal.

Half a million people are expected to see the London site, and that's just in the first year. The London experience will be much the same as the Glasgow one, but will be far bigger – four separate groups will be able to go around without bumping into each other. The London site will have 14,000 square feet of interconnecting tunnels, seven times the size of the one in Glasgow.

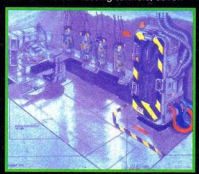
Aliens fans the world over have heard about Alien War. Interest in Japan is so great that negotiations are under way for an Alien War venue to be built in Tokyo. A team of professionals have been drafted in to build the sets, which, when finished, will look as accurate as the film.

Most of the cast from the first three films have been asked to attend the opening of Alien War, and Sigourney Weaver has said she'll turn up as long as she's not busy working. The actual location is expected to be in either Covent Garden or near Trafalgar Square. Admission will be around £6.



This is an artist's impression of... er, silly seat things.

Ah, the pleasant waiting room, and an Alien bursting from your chest.



This is the 'Med Lab', don't ask me about it because I don't know.

There are times when you get a feeling of Déjà Vu, and to be quite honest with you, this is one of those times. "We got movement."

FIGHTER MEET

More details reach us all the time of the forthcoming and very possibly completely spectacular Fighter Meet 93 (15 and 16 May at North Weald Airfield, Epping).

In particular, The GameDome looks like being, er, the business. Dominik will be hosting five shows a day in the specially built Dome. Each show will have eight contestants, selected directly from the audience. The contestants will pit their skills against each other, it says here, in the fast moving knockout challenges. The heat will be on, the games are hot and there are fantastic prizes to be won by all contestants, from T-shirts to hard and software. The grand prize for the best player over the two days of the show is a lovely new Amiga A600.

When you're not in the GameDome, you can check out the other attractions like Quasar, Virtual Reality flight sims or visit exhibitors like Special Reserve, Virgin Games, US Gold, Digital Integration, Psygnosis and so on.

And when you're not checking out all of *that*, you can amuse yourself by taking in one of the most impressive displays of military aircraft in the world. Some of them will be in the air and some of them will be on the ground. There might even be a surprise simulated attack on the airfield, maybe.

The promoters are promising a great day out, but you must hurry to claim your free vouchers. See the ad in this issue for more details.

Mr Dominik Diamond, who will be flying solo at Fighter Meet 93 without his splendid red jacket or even carnation. Boo!

NETWORK

LEMMINGS – THE CALENDAR

That's right. You've had your Kathy Lloyd and your David Hasselhoff. You've had Madonna and Bruce Springsteen. Now, the latest international stars-who-happen-to-have-nice-bums to grace the nation's walls in dreamy-pin-up calendar form are, ye-e-s – Lemmings. Well, they're not quite there yet. And that's where you come in.

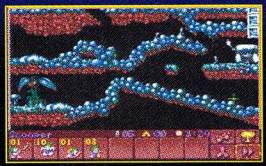
Psygnosis are busy at this very moment carefully crafting the modern marvel that will be the 1994 Lemmings calendar, and they need your help. We want you to paint a Lemming in lovely bright colours and send it in to us. The four best entries will be put into the calendar, lovingly reproduced about a trillion times and have one of those spiral binder things stuck through it (probably) and will then be distributed *all across Europe*! Millions of Lemmings fans will see your artwork, and a meteoric rise to fame on the painting circuit will be yours, maybe.

But that's not all! The best entry will win its sender an all-expenses paid trip for two to Edinburgh to meet the designers of the Lemmings games. There will also be a bumper bundle of Lemmings goodies for you to take away and a subscription to GamesMaster. There will be further runner-up prizes of signed copies of *Lemmings 2*.

So, get our your paints, as we're wont to say in such situations, and start painting. The closing date for the competition is, ooh, what's the date? Er, the closing date is the 15 May 1993. Send your entries to **Here Is My Lemming, GamesMaster Magazine, Future Publishing, 29 Monmouth St, Bath, Avon, BA1 2DL.**

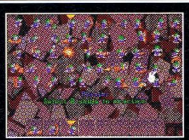
Remember that we want Lemmings in interesting, exciting poses, not just the standard position. Use your imagination...

Here we have some ideas to maybe inspire your Lemmings artwork. There are some snowy Lemmings here, sliding down a hill...



...while the Lemmings in this environment are altogether more relaxed and sort of tropical. Some of them might be wearing shorts.

(...Which is a damned sight more than you've managed to achieve writing these captions, isn't it? – Ed).



Quick compo. Construct as many hilarious Lemmings-inspired song-title puns and...

LEMMINGS – THE SINGLE

Jesus. Inevitable, maybe, but grizzly nonetheless. Heralding the imminent arrival of the Lemmings single, Psyggies' press release says, "You've read the book (?) you've played the game, now dance to the record!" Based around the music from *Lemmings 2*, the "tune" has been laid down by Ian Richardson and Nick Coler who were apparently the back-room boys behind KLF, whatever that might entail. The 'Pool-based softy is keen to distance itself from "that horrible *Tetris* thing" and "the putrid *Super Mario* record", insisting that their effort will be a pop dance crossover hit.

As you would expect, there are various samples of Lemmings saying "Let's go" and so on.

Needless to say, we'll keep you informed of its chart position.

...send them to us. Usual address. Mark your envelope "Rubbish Lemmings Songs".

AMOS WINNER!

Remember that Amos competition that our friends on the GamesMaster TV show ran a few months ago? Well, it's got a winner! His name is Brian Bell (22) and his game is called *Charlie Chimp*. The aim of the competition was to find new programming talent, using Europress Software's top utility, Amos. and by crivens, has it worked! The game will shortly appear on the Shareware circuit and, if you're keen to see exactly how great it is, we can tell you how. Oh, you want us to? Okay, well, if you pick up the latest edition of the Amiga Bible, *Amiga Format*, you'll be able to play a three-level demo of the game. And you'll bloody well like it. Hooray!

This is Charlie Chimp in all his glory. Well, not quite all his glory, but some of it.

LET THE BATTLE COMMENCE...

Ladies and gentlemen, we have our challengers. Yes, our resident *Streetfighter 2* champs, Gaz and Gav will soon be clashing with the might of the brothers Grant – James and David. They both claim to be "excellent" at the game, and will be representing the erstwhile humble town of Guildford, Surrey. Their *SF2* credentials are sound – David nabbed a limited edition T-shirt for his win at the GamesMaster Live show last year, and James humiliated all-comers at the Guildford Comet competition.

Due to the crazy, mixed-up world of magazines, the fights will have happened by the time you read this. But, we'll have a rollicking, stonking great report on the, um, cataclysmic battle next ish – complete with full details about the characters chosen and the moves executed.

Der bruvvas, David and James. That door could do with a varnish, too.

Scenes like this could be commonplace when the titans clash. (*Eh?* Ed).

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KONAMI

Distributed by Konami - 269 Field End Road, Eastcote, Ruislip, Middlesex, HA4 9LS.

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NETW

DIVE INTO A NICE HOT HATCH

Amazing late news just in – Ocean are apparently doing a game all about driving around in what the press refer to as 'Hot Hatchbacks'. These cars, often the targets for so-called 'joyriders', are small, family vehicles which have been modified by the manufacturers to give rather impressive performance.

For example, the Golf GTi can probably do about 120 mph, and the Peugeot 1.9 GTi a similar speed. On the other hand, the Cosworth Escort can (*Oi! Get on with the news bits!* – Ed).

Right, er, the game is a racer for one or two players, and the object is to win an underground race across Europe and America for a large cash prize, it says here. Underground presumably means secret and illegal, not actually under the surface of the ground. You'd have to be racing tunnel-making machines to do a proper underground race, and that'd be, er, boring.

There are loads of way-points and rather than have one road to travel on, you must make decisions at junctions and take forks and so on (in case you have a picnic, presumably).

Looks like a Fiesta, this. Funnily enough, Lam's got a Fiesta.

And this looks like a car driving down a road. Very cosy indeed.

EAGLES TAKING INDUSTRIAL ACTION

Suddenly Vic spotted the enemy fighter. His bowels turned to jelly and his brain turned to a balloon...

...and his wife turned to Relate because she was fed up of her husband being kids' party items.

Yes, in a surprise move, the F-15 which has already been featured by MicroProse on various formats has gone on strike. The Strike Eagle, as it wishes to be known, is complaining about the long hours and... (*What a dreadful joke. Do the news properly* – Ed).

Well, it seems that the release date for *Super Strike Eagle* on the Super NES is drawing near. Boy, what a game it looks. Amazingly fast, astonishing graphics and a host of arcadey features mean it will probably be very popular and we might rave on about it like we do with *Streetfighter 2*.

MicroProse have also signed their first deal with Sega to do *F-15 Strike Eagle 2* on the Mega Drive. The game will be as close to the PC and Amiga versions as possible, with six worlds to fly over. Europe, the Gulf, the Middle East, Vietnam, Libya and, bizarrely, the Arctic Circle are the zones, and there will be four difficulty levels. All the weird outside-the-plane views will be there. We'll be featuring it in some detail in GamesMaster when there's something to see.

IRON HARD

Japanese things are great, aren't they? I mean, look at Nintendo, Honda, erm, Jackie Chan. Oh, sorry – he's Chinese. I think... Anyway, the Japanese also make some strikingly memorable movies – the, um, Godzilla series, for example. Well, if you're 18 or over, with a cast-iron stomach, you may well want to check out Tetsuo – The Iron Man – a delightful little film concerning, erm, the sins of the flesh, violent fantasy and just general black-and-white weirdness.

Featuring elements of David Lynch's Eraserhead and David Cronenberg's The Fly, it's an utterly tasteless, violent, occasionally very funny trip into the surreal which inspired a sort-of sequel, Tetsuo – Body Hammer. Well, worth a look – but be warned, it's strong stuff.

GENIE BECOMES FASHION VICTIM

The SNES Game Genie is a hot piece of kit for your SNES: everybody knows that. Have you ever seen a picture of it? Yes? Have you wondered why it looks like it does? Well, we can tell you that it was designed that way.

But it was designed for the American SNES, which, as we all agree, doesn't look half as cool as the UK or Japanese one. So, with the help of Hornby Hobbies, those enthusiastic folk, Galoob have redesigned the look of the thing.

It now appears to be part of the Nostromo. It does the same job, though, so don't worry that those sexy lines and moulded bits are taking away the power of this immensely useful add-on. The SNES Game Genie will be available in the UK in June, priced at £44.99. So for the cost of a game, you'll be able to muck around with hundreds in the privacy and comfort of your own home.

And some late news – the UK Codebook for the SNES Game Genie will contain hundreds of codes for all the top USA import titles, including the great *Super Star Wars* and *Mickey's Magical Quest*. Of course, the book will have codes for *all* the top UK games, so you won't have to repeatedly ask us.

Many more codes will be available through the Game Genie Helpline, which has 6,000 registered users (and going up all the time). And don't forget that the SNES Game Genie can be used with a convertor to create special effects on imported titles. So it looks like a big bag of fun. More details can be prised from Hornby Hobbies, who frequently answer if you ring 0843 225555.

"Great! Once I've got this caption out of the way I can go for lunch. An omelette, perhaps, or maybe fish and chips. What do you think, Les?"

NETWORK

ZOOL SHOCKER

Gremlin broke silence to enter the Zool debate, yesterday. Controversy has been raging as to whether Zool is an ant or, er, not.

Questions were asked in the House concerning the genus of the creature. But just as the debate was really hotting up, Gremlin entered the fray and stated categorically that Zool is not an ant. According to Nick Clarkson, of Gremlin, he is "a ninja from the nth dimension."

Meanwhile, Zool is believed to be staying with friends. Understandably shaken, he refused to speak to the press, but we managed to speak to a close friend of his. He spoke ultrasonically. It sounded like "Eeeeee".

Hmm. The other news (and this bit is serious) is that *Zool 2* will be out on the Amiga in October.

Now, we'd like to do a compo about all this, but we can't think of any questions. So here are the answers – you must send in the right questions. Pretty simple, eh?.

The prizes will be a dozen copies of *Zool* on the Amiga, the PC or the Archimedes. The answers are below:

a) Trophyllaxis b) Stuart Goddard
c) Workers, soldiers and queens
And the tiebreaker...
d) Nicholas Hawksmoor

Simply send your entry questions in to Zool Competition, GamesMaster, 29 Monmouth St, Bath Avon BA1 2DL before 15 May. Be sure to state which format you require.

SEGA VS CODIES IN DOUBLE K.O. SHOCK

Yes, the court case between Sega and CodeMasters has been resolved, with both sides coming out as winners. They've reached an agreement by which Sega gives approval to CodeMasters' Mega Drive and Master System games.

Those cheerful Codies were planning to publish their games separately of the Japanese giant in an effort to break the virtual monopoly that Sega have on releases in this country, and, indeed, the world. It was shaping up to be quite a battle, and one which we were going to follow closely through binoculars, so as not to get too near.

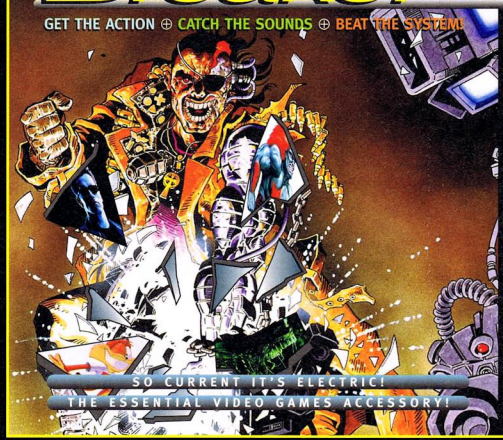
But it appears that after dipping their respective toes into the costly waters of litigation, both sides have retreated to frolic on amicable settlement beach.

So what does this mean? (And I'm not talking about that last weird sentence). It means that the Codies can put out all the games they want, but Sega will have a look at them before they're released. It also means that the amazing and brilliant *Micro Machines* will be out on Mega Drive in the near future.

CodeMasters can be contacted on 0926 814132, and if you're planning a trip to Kendal or Penrith, make sure you unplug your telly, kettle and iron before you go, Otherwise they might blow up when you're away.

Game Breaker

GET THE ACTION ⊕ CATCH THE SOUNDS ⊕ BEAT THE SYSTEM!



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NETWORK

DIARY DATES

Sometimes, you may feel that life has passed you by. Often, you may sit alone and thoughtfully ponder those missed opportunities like the sad, bitter, old git that you are (No references to our dear Andy there). Now, come on. Don't be disheartened! Acquire a fat wad of cash and swagger onto the tear-soaked streets of your home-town, smothering your worries in one of the latest releases... and remember – the greatest order always emerges from the rankest chaos. (*Oh shut up, you nauseating adolescent.* – Ed).

APRIL 15

Issue Five of GamesMaster magazine goes on sale today. In fact, I really don't know why we keep mentioning this – month after month. I mean, you're already reading it! Patently, you have previously become aware of this knowledge via the mere process of picking up the magazine and... (*Oh, do shut up and get a move on* – Ed).

APRIL 19 - 24

Around this time – if you happen to wander into your local video games retailer, and you're fortunate enough to own all of the following systems (oh, and if you've got loads of money) – you'll be able to buy all of these games. Some great, some not so great. Still, that's how this cruel, cruel world often operates...

For the Mega Drive, you'll be able to choose from *Atomic Runner, Rolling Thunder 2, Cyborg Justice, Grandslam Tennis, Steel Talons* (ahem!), *Turtles in Hyperstone Heist, Sunset Riders, James Bond, Tiny Toons* and the ever-popular *Strider 2*.

Jonathon crept into the house, immediately sensing a tangible atmosphere of foreboding.

Off the Amiga, there will be the tantalising trio of *Walker, Prime Mover, Universal Monsters.*

Sharply reacting to a slight, muffled sound over by the bookcase, he span around.

Nintendo-wise, there will be *Road Runner – Death Valley Rally* on the SNES, and *Looney Tunes, Castlevania 2* and *Star Trek* on the Game Boy.

It was Kate, leafing through *The Complete Works Of Dickens*. Slowly, she turned to face him.

For the Master System, check out *Batman Returns, Tecmo World Cup Soccer* and *Mickey Mouse 2.*

"What the hell are you doing here?" he muttered ominously. "I came to see you, my darling."

For the Game Gear, how about *Master of Darkness* and *Home Alone*? Erm, we wouldn't *particularly* recommend the latter...

Now, should you have purchased one of those really rather wonderful Sega CD thingies (check out the feature on page 26), then you have a choice of six luscious circular, erm, sort-of silver(ish) objects – in the form of *Jaguar XJ220, Road Avenger, Wolf Child, Sherlock Holmes, Black Hole Assault* and *Prince Of Persia.*

MAY 7 – 9

If you are an Amiga owner, then you'd be downright stupid and demented to miss the undoubtedly fabulous Amiga Format Live show which will be held at Wembley. Check out the proper story elsewhere in the Network pages.

MAY 11

A truly momentous day in the history of the world. Yes, on this very day – erm, 20 or something years ago – our games "player" ordinaire, Ade Price was dragged, custard doughnut in hand, into the hostile world. Oh, would someone just please send him a card or something.

MAY 10 - 15

Those games in full... For the Master System, there's *Rainbow Islands, Streets Of Rage, Agassi Tennis, Robin Hood* and those gooey gits the *Global Gladiators.*

On the Game Gear, we have *Talespin, Evander Holyfield Boxing, Tom and Jerry – The Movie* and *Mickey Mouse 2.*

Meanwhile, over on the Mega Drive, you can spend yer money on *Double Clutch, Chiki Chiki Boys, X-Men, Superman, Flashback, Another World* and the voraciously violent *Mutant League Football.*

With stifled emotion, he replied. "Once, I needed you, Kate. But now, we've drifted apart."

...and, from out of the SNES, you may want to sample *Super Pang, Suzuki F-1* and *King Arthur's World.* For NES owners, how about *Castlevania 3?*

Oh, and if you still haven't sold your Sega CD, then you might want to check out the fun, but sadly limited *Night Trap.*

Oh, incidentally, we're sorry about missing out Easter from last month's dates. As everyone knows, Easter is a special occasion where we celebrate, um, something or other, by eating chocolate eggs and, er, dressing up as bunnies. I think. Goodbye.

IMPORT CHARTS

SNES

1	Super Star Wars	JVC
2	Tiny Toons	Konami
3	Mickey's Quest	Konami
4	Star Wing	Nintendo
5	Mario Kart	Nintendo
6	Addams Family 2	Ocean
7	California Games	Nintendo
8	Desert Strike	Electronic Arts
9	Lethal Weapon	Ocean
10	Prince of Persia	Konami

MEGA DRIVE

1	PGA Tour Golf 2	Electronic Arts
2	Road Rash	Electronic Arts
3	Ecco the Dolphin	Sega
4	Streets of Rage 2	Sega
5	NHLPA Hockey 93	EA
6	Tiny Toons	Konami
7	World of Illusion	Sega
8	JMF 93	Electronic Arts
9	Desert Strike	Electronic Arts
10	Sonic 2	Sega

GAME BOY

1	Super Marioland 2	Nintendo
2	Megaman 3	Capcom
3	Star Wars	Ubisofti
4	WWF 2	Acclaim
5	Bionic Commando	Capcom
6	Loony Tunes	Konami
7	Darkwing Duck	Nintendo
8	Alien 3	Acclaim/LJN
9	Terminator 2	Acclaim
10	Star Trek	Nintendo

These charts have been compiled with the help of the following suppliers, all the titles are available from them.
AMS Games (081) 201 0535
Kingbit Games (031) 225 7682

Office favourite, *Super Star Wars*, finally hits the big time, going to the top of the SNES charts.

***PGA tour Golf* putting (nice little golf pun there) in a sterling appearance. No. 1 'four' the golf game.**

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PITFIGHTER	MS	~~£29.00~~	£26.54
MICKEY MOUSE	MS	~~£29.00~~	£26.54
TAZ MANIA	MS	~~£29.00~~	£27.56
LEMMINGS	MS	~~£29.00~~	£26.54
PACMANIA	MS	~~£34.00~~	£30.97
SONIC 2	GG	~~£27.00~~	£24.77
STREETS OF RAGE	GG	~~£24.00~~	£22.12
ALIEN 3	GG	~~£27.00~~	£24.77
SUPER KICK OFF	GG	~~£29.00~~	£26.54
SUPER SPACE INVADERS	GG	~~£27.00~~	£24.77

NINTENDO Games

		R.R.P	OFFER
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STARFOX	SNES	~~£64.00~~	£59.26
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PRINCE OF PERSIA	SNES	~~£49.00~~	£45.58
SIM CITY	SNES	~~£39.00~~	£36.95
MICRO MACHINES	NES	~~£29.00~~	£27.26
MEGA MAN	NES	~~£34.00~~	£31.35
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ADDAMS FAMILY	NES	~~£29.00~~	£27.26
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CHARTS

THE OFFICIAL CHARTS (Month ending March)
Courtesy of Virgin Retail

Virgin GAMES CENTRE

SNES

1. **Super Mario Kart** Nintendo
2. **Pilotwings** Nintendo
3. **Road Runner Death Valley Rally** Sunsoft
4. **Super Mario Paint** Nintendo
5. **Super Marioworld** Nintendo
6. **Bart's Nightmare** Acclaim
7. **Sim City** Maxis
8. **Streetfighter 2** Capcom
9. **Spiderman and the X-men** Acclaim
10. **Super Ghouls and Ghosts** Capcom

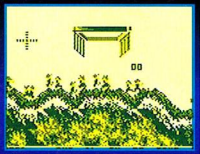
MEGA DRIVE

1. **Streets Of Rage 2** Sega
2. **Road Rash 2** Electronic Arts
3. **Lemmings** Sunsoft
4. **Sonic 2** Sega
5. **European Club Football** Virgin
6. **Desert Strike** Electronic Arts
7. **Mickey and Donald** Sega
8. **NHLPA 93 Hockey** Electronic Arts
9. **WWF Wrestlemania** Flying Edge
10. **John Madden 93** Electronic Arts

AMIGA

1. **The Chaos Engine** Renegade
2. **Body Blows** Team 17
3. **Lemmings 2** Psygnosis
4. **Premier Manager** Renegade
5. **Historyline** Blue Byte
6. **Sleepwalker** Ocean
7. **Sensible Soccer** Renegade
8. **Wing Commander** Mindscape
9. **Streetfighter 2** US Gold
10. **Campaign** Empire

GAME BOY



1. **Lemmings** Ocean
2. **Marioland 2** UbiSoft
3. **Crash Dummies** Acclaim
4. **Star Wars** UbiSoft
5. **Looney Toons** Konami
6. **Alien 3** Acclaim
7. **Home Alone 2** THQ
8. **Golf** Nintendo
9. **Tennis** Nintendo
10. **Tiny Toons** Konami

MASTER SYSTEM

1. **Sonic 2** Sega
2. **Lemmings** Sunsoft
3. **Taz Mania** Sega
4. **Mickey Mouse** Sega
5. **Leaderboard** US Gold

NES

1. **Lemmings** Ocean
2. **Micro Machines** Codemasters
3. **Dizzy** Codemasters
4. **Super Mario 3** Nintendo
5. **Turtles 2** Konami

LYNX

1. **Dirty Larry**
2. **Steel Talons**
3. **Joust**
4. **Batman Returns**
5. **Switchblade**

GAME GEAR

1. **Sonic 2** Sega
2. **Lemmings** Sega
3. **Super Space Invaders** Domark
4. **Alien 3** Acclaim
5. **Taz Mania** Sega

DON'T AGREE, EH?

Here's your chance to do something about it. If you're sick of seeing the games you loathe riding the top of the charts, you can vote for your fave game and put it to the top of our Readers' Chart which will appear next month. Right on! Power to the people etc.

I'm a GamesMaster reader and my fave game is.....on the .....

My address is .....

.....

.....

FOR WEEKLY CHART UPDATES, TUNE IN TO DIGITISER - TELETEXT PAGE 470 ON CHANNEL 4.

DOMINIK'S BIG PURPLE COLUMN

Welcome once more, and gather round my big purple column. Many of you may now have played *Flashback* on one of its formats, and a rather corking game it is too.

I must admit, I was not the biggest fan of *Another World*, but those wacky Frenchsters at Delphine Software have done the biz this time. Well, as part of my new job as director of features for the BSKYB show Games World, I nipped over to Paris a while back to do a feature on how the game was made. It is this trip which forms the body copy (journalist terminology for the 'long bit') of this month's A Day With Dom.

A DAY WITH DOM

I dropped a one franc coin accidently when I was walking the streets. If you go to Paris, visit the spot I'm indicating and you'll earn a cash bonus. Who says I'm not generous?

Okay. Get up at a ridiculously early hour (about 9am) to find myself in a hotel room in Paris. Had to travel over late the night before because I was filming a piece with Big Breakfast main man and professional ginger-nut Chris Evans. We took each other on at *Sleepwalker* for good old Comic Relief,

Me, Victor (pronounced Veector) and Dennis (pronounced Dennis) sitting in France in an office. The window was open, hence my ruffled hair and cheesy smile. The wind always brings a smile and a rosy glow to my cheeks.

because I do a lot of work for charidee, etc. Now, regular readers (*You mean there's more than one of them?* – Ed) of my column will know that, a couple of issues ago, I named Chris Evans as my villain of the month. Well... when I met him he was actually very nice and we got on like a house on fire, so respect is long overdue.

Anyway this all took longer than expected, so I had to take the helicopter to the French capital – which is a real pain, especially after a light dinner of red snapper and Chateau Briogne 78.

Next morning I feel dreadful as I wind my way through the Parisian backstreets to Delphine Software's offices.

Fact no. 1 – the French use less soap than any other country.

Fact no. 2 – everybody in Paris appears to live in small apartments.

It was a great surprise then to find that Delphine's offices are very large and all the employees smell lovely.

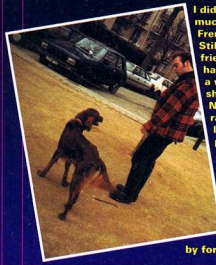
There was the beautiful Anne-Marie, the incredibly friendly Victor (pronounced Veector in French) and the dark, swarthy-looking (in a way that only continental types can be) Dennis, who was the very gifted graphic designer of *Flashback* and the subject of my interview.

Anyway, the filming went well, eventually. When you have a graphics designer who speaks a little English with a Scottish bloke who speaks no French or English – there are bound to be teething troubles. I used to try just speaking English in a French accent, which worked in some places, but as soon as I left Luton I was stuck.

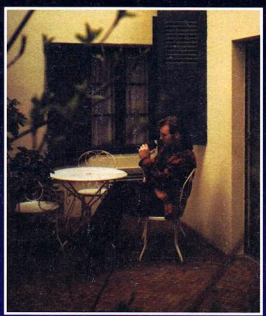
Dennis took us through the Rotoscoping technique – filming actors, tracing their images frame by frame and then drawing them into the game and speeding them up. We then filmed some arty 'ciné noir' shots of their offices and the wonderful city that is Paris. I am lucky to have a wonderful camera person and assistant director, who is also my wife, called Myfanwy (her name has been changed for security). She directed that Kentucky Fried Chicken ad with Jim Bowen, but doesn't like to talk about it. And

***Flashback*, eh? What a game. Well, more than a game. It's a way of life for most French people, and several Italians and Spaniards as well.**

Gi's yer change, pal! Go on. I've got to get back to the rig before I'm sacked and that wealthy sod Jim Douglas gets me job!



I didn't think much of the French girls. Still, most were friendly, and all had clear eyes, a wet nose and shiny coats. Note also my rather excellent and pretty warm coat. Us Scots really know how to keep warm when we're being chatted up by foreigners.



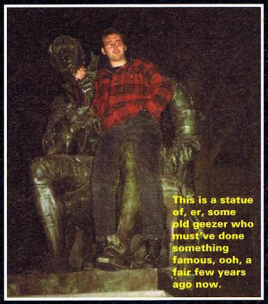
Paris is full of charming little out-of-the-way bars and cafés. This is not one of them. This is a real dump where I found meself after a beer.

so, we bid farewell to those wacky Delphine people.

The next stop was a charming little bistro, where we had a light, but satisfying lunch of assorted 'fruits de mer' washed down with a liberal amount of Beaujolais 88. (Contrary to what The Times food critic says, this has a more piquant bouquet than the 86).

After a brisk walk along the Seine I received news that my personal trainer, Anton, was in town for a conference, so I met up with him and we worked off the lunch with a bout of 'Oxygen Deficit Calisthenetics'. The Tokyo stock Exchange was fairly quiet, so, following a tip in that morning's Financial Times, I left instructions with my office to buy anything that had ten Ps in the title.

This left the evening free for Myf and I to meet up with her cousin, Alice, who is an actress and part-time mistress of Jacques Delors. This meant we could get in anywhere, so we went to a natty bohemian pub where everybody was speaking in many tongues. The next thing you know, I'm halfway up a statue on the Champs Elysées chanting "If you have a gaming problem, ask Ade." Life, eh?.



This is a statue of, er, some old geezer who must've done something famous, ooh, a fair few years ago now.

VILLAIN OF THE MONTH

As I felt my bowels swelling with ready-to-pass food, I had a premonition that some employment-related japery was imminent.

In the toilets next to the Eiffel Tower, there sits a woman whose job it is to clean them. Unfortunately she doesn't wait until they are empty. Even if you are 'sitting down', so to speak, she just barges in and starts mopping around your ankles as if there's no tomorrow.

Anyway, the funny thing is – I complained, she got sacked, and now she's sleeping on the streets. You've got to laugh.

DOMINIK'S TOP FIVE

Listen. This isn't a bad game. It's not as bad as *Horace Goes Skiing* on the Spectrum, nor is it as bad as *Everyone's A Wally*, also on the Spectrum. You see, the wheel has come full circle and out of every bad thing some good things appear. Sorry, what a crap caption this is.

1. **Mutant League Football – Mega Drive** – Well, I think it's good.
2. **Tiny Toons – SNES** – Fluffiness taken to sick extremes.
3. **X-Wing – PC** – Flight-Sim in 'I'm not boring' scandal.
4. **Parodius – Game Boy** – The Clothes Show's Best Blaster '93.
5. **Sensible Soccer – Amiga** – Preparing for Sensible World Cup.

***Super Tiny Toon Adventures*, to give it its proper name is as cute as the ickle fluffy wuffy bunnie-wunnies in der lickle pastures.**

OK. So it's on the PC. Never mind. It's a great game and certainly worth a massive amount of coverage from yours truly.

CLOSING CREDITS

Steve Carsey. On the credits of the show, Steve is down as 'researcher', but he's much more than that – he's 'researcher with attitude'. His attitude being 'why work 8-hour days, when you can work 12-hour ones for the same pay?'.

Steve works harder than anyone else on the show – he organises games, contestants, writes the TV News for this fine tome and is almost as good a co-commentator as Jim Douglas.

He looks like Jesus, every woman in the world fancies him, but he stays resolutely faithful to his surprisingly attractive girlfriend Victoria. In this world of falling standards. Steve is a pure shining light in a dark world. (*Yeurk!* Ed).

CACK GAME OF THE MONTH

THE LITTLE MERMAID – MEGA DRIVE

My mate Rupert actually fancied the little Mermaid, which I'm sure you'll agree, is sad and more than a little misguided.

But that's nothing compared to the sad people who have bought this 'crap film tie-in / crap *Ecco* rip-off' extravaganza.

Sega should slap themselves on the forehead for this one.

Sunday Express

Fighter Meet '93

North Weald Airfield, Epping • Sat 15 & Sun 16 May

Live Shows hosted by DOMINIK DIAMOND
SHOWTIMES 10.00, 11.00, 13.00, 14.00, 15.00.
ADMISSION £2.00

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£8 ADMITS ONE ADULT

One child under 15 FREE with each Adult ticket. Valid for either Sat 15 or Sun 16 May.
Senior Citizens, Disabled and Unaccompanied Children – £4.
Ticket to be given up at gate.

On-the-day admission (*includes one Child FREE)

- **SAT Adult* £10** • **Senior Citizen/Disabled/Child £6**
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The Fighter Meet honours the glorious 75th anniversary of the RAF with aircraft spanning the years from the First World War to the present day – See the EXCITEMENT of the Spitfires and ME109's Bearcats, and Harvards display their mock dogfights while bombers come in on their SPECTACULAR bombing run to PYROTECHNICS lighting the SKY – or THRILL to the sheer power of a Tornado GR1, see the breathtaking spectacle of Aerobatic Teams performing their PRECISION flying – the EXCITEMENT doesn't stop in the air – on the ground have the THRILL of EXPERIENCING the feeling of flying in a simulator or EXPERIENCE VIRTUAL REALITY COMPUTER GAMES in the WORLDS FIRST 'GAMEDOME' hosted by DOMINIK DIAMOND.

HOW TO ORDER YOUR ADVANCE TICKETS.
But hurry so that you are one of the lucky 200 to receive a FREE 'GAMEDOME' ticket.

1. Order your advance ticket(s) for Fighter Meet '93 from the address below and make monies payable to Fighter Meet Limited.
   ADULT ticket £8 includes one CHILD under 15 years.
   SENIOR CITIZENS, Disabled and Unaccompanied Children £4.
2. Enclose the completed voucher.
3. Enclose a stamped self-addressed envelope, min. size 3x5 inches.
4. Post to address on voucher.
5. Your orders must reach us no later than 30th April 1993. Allow 14 days for delivery.

Fighter Meet '93 – Advance Ticket Voucher

Name .....

Address .....

.....

..... Phone .....

No. of tickets ..... @ £8 Adult (Includes one Child free per ticket)

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Cheque/P/O enclosed value ..... (Closing date 30th April)

Send to: The Fighter Meet, 2, Field End Road, Pinner, Middx HA5 2QL.

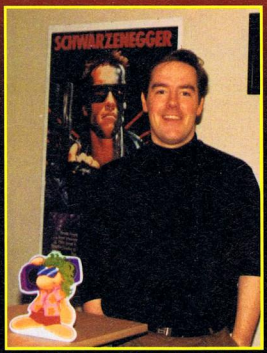
***THE FIRST 200 ADVANCE AIRSHOW TICKET APPLICATIONS WILL RECEIVE ONE FREE 'GAMEDOME' TICKET!**

Kodak FILM

KENNING
CAR AND VAN RENTAL

GAMESMASTER INTERVIEW

FERGUS McGOVERN: *Diamond-hard* fella and main man at Probe.



Fergus McGovern – ex chartered surveyor and part-time comedian (his one about a dog with a dodgy collarbone is particularly hilarious). In his spare time he's the MD of Probe.

Probe is the biggest game developer in Europe and produces more games for Sega and Nintendo systems than any other games company apart from, er, Sega and Nintendo. Its past hits (originals or conversions) include *Out Run, Robocop 3, Sim City, Teenage Mutant Hero Turtles 2, Golden Axe, Terminator, Smash TV, Alien 3, Lemmings,* etc.

The programming team currently has around 20 games on the go. The firm's dynamic young MD Fergus McGovern relaxes in his London offices as he recalls some rather less glamorous beginnings.

"My next door neighbours got involved in the computer industry almost by accident and sort of pulled me in with them. They went over to the States quite a lot. When they went over there, friends used to ask them to buy software, as it was much cheaper over there. They sort of drifted into becoming software distributors. I became their first employee. They gave me a few games. I began to play around with the hardware and software and got more into it."

His neighbours business grew until they combined their initials to form P&P which became one of the largest computer distributors in Europe. Fergus went on to form Probe. Like the song says, everybody needs good neighbours.

Probe started as a sideline for Fergus. He drifted into the crazy world of chartered surveying. In the mean time a friend of his had started writing games for old 8-bit micros like the Amstrad CPC, but was having problems with publishers. "I said, 'Look, why don't I put a bit of money into these games, do a bit of marketing and we'll publish them ourselves.'"

Probe was born and five games appeared on the label in the mid 80s, but it was not an earth shattering event. Then, while Fergus was still playing at chartered surveying, Probe released *Devil's Crown* and found themselves with a genuine hit on their hands.

Not that it didn't take a bit of pushing. With no real reputation behind him, Fergus found it difficult to get through to the key software buyers. So, one day, he drove to the head offices of all the big chain stores with a dwarf dressed as a devil who would run into the buyers' offices, do cartwheels on their desks, let off fire crackers and leave a copy of the game. The bizarre stunt worked and *Devil's Crown* took off.

"I was still working at this building company at that time. One day a call came through from WH Smiths' wanting to place an order for 10,000 units of the game. Obviously the switch board told them they had the wrong number. Smiths persisted. Eventually the fact they kept calling back got up to the Directors.

"I was called up and the top man told me he was a bit puzzled because WH Smiths kept calling. I was over the moon. That was the end of my surveying."

Surveying's loss was the game market's gain as Probe came to life. Fergus decided to operate, however, as a developer, not a publisher. "I didn't fancy competing with the big firms. I felt we were better suited to developing, so I gave up publishing."

The firm began doing a lot of work for US Gold

JELLY BOY – MOULDING THE DREAM

Here we have Jelly Boy in a couple of his more normal looking guises, as straightforward Jelly Boy and Jelly Boy with mask. However...

One dream has already become a reality in the shape of a Probe designed game called *Jelly Boy*. Fergus reckons it could become a cutie platform classic and he's already got all the major cartridge publishers in the world chasing the rights to publish.

Jelly Boy is a little pink character (like a friendly, fun-size Mr Blobby) who can mutate into 27 shapes when he runs across certain icons. He can be a balloon, a hammer, a rocket, etc.

He has to explore a variety of worlds including Toy World, Aztec World, Space World and Desert World collecting fruit, musical notes and keys along the way. His wibbly wobbly body is actually a weapon as his stomach moulds into a fist which he can throw out at enemies.

Okay, it all sounds rather bizarre, but then, who'd have thought that the adventures of a New York plumber or a supersonic hedgehog would work?

Fergus has high hopes for the game which, no matter who publishes it, is certain to appear on most major console formats before the end of the year and create a whole lot of interest.

Fergus admits that *Jelly Boy* is a very commercial game which draws inspiration from existing games like *Mario* and *Sonic*. But, he is keen to stress that Probe is also getting

He can also turn into a helicopter and punch with his tummy!

JB encounters a not-entirely friendly eskimo type gentleman.

and hit the big time in the late 80s with the classic racing game, *Out Run*. "Its huge sales gave us the clout to recruit the best programmers."

Despite providing the breakthrough into the big time, *Out Run* is not one of the golden moments Fergus picks out as highlights from the Probe softography. His favourites include *Supremacy*, the conversion of *Sim City* and an old title – *Metro Cross*.

He admits that there have been a few titles that he now looks back on and cringes but, curiously, when asked to name names, his mind goes blank.

The mental fog begins to lift as he moves on to talk about some of the work in progress. It is these titles, he claims that he is proudest of, as collectively he believes they represent the best stable of games Probe has ever been asked to bring to market.

"They're the best because publishers' priorities are changing. It used to be all about hitting deadlines. Now, it's about quality. Publishers are happy to say to us 'take your time, make sure it's right' and obviously the product that we end up with is better."

All the titles currently being worked on at Probe Towers are on cartridge or CD. Fergus has taken the decision to drop all home computer formats.

"Programmers don't want to work on them any more. They're excited by things like the Mega Drive and the Super NES. And, also, that's where the money's to be made at the moment."

He is now looking forward to the challenge of CD and is working on some titles for Sega's Mega CD. What worries him is the type of software being produced on CD. "A lot of it looks nice and sounds nice, but are they games? It's all very well combining video images with incredible sound, but you've got to get a game in there as well."

He is, however, optimistic about the future. "Once people get to grips with the CD environment, we're going to see some incredible products."

Among the highlights of Probe's future releases is bound to be *Mortal Kombat*. Due for release this autumn, it is already being put forward as a *Streetfighter 2* beater. Probe is doing the Mega CD Mega Drive, Master System, Game Gear and Game Boy versions, while in a head-to-head, a US team is doing the Super NES and NES versions. Fergus has seen his rival's efforts and has no hesitation in describing them as "first class".

"The most important things at Probe are the people," says Fergus of his team. He also has a tendency to say "okay" rather frequently, but we won't hold that against him.

He is even quicker, however, to claim that the Mega Drive version will beat the SNES version – "for lots of reasons, it's smoother, the graphics look brighter and, of course, it's a Probe game."

Other standouts that Fergus is able to talk about include the Master System, Game Gear, NES and Game Boy versions of *Dracula*, due to be published by Sony soon, and while they don't contain as much blood, gore and sexy happenings as the movie, they are looking pretty spectacular. *The Incredible Hulk* is also progressing well along the Probe pipeline.

Making up a pretty substantial part of the rest of Probe's current portfolio are a number of projects that the firm is working on in conjunction with Disney and Warner Brothers.

Probe is putting some of the firm's famous characters into their own games and the work in progress that we saw (no names, no pack drill, whatever pack drill is) looked extremely promising with amazing animation even on machines like the Master System.

All these games, like most of the games currently occupying the Probe staff (81 strong, at last count) were commissioned by a publisher. Probe is told to convert this arcade game, that film or a hit on another format. This firm has creative input, but it must still work to guidelines.

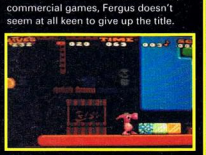
To counter this, Fergus is looking to build up the amount of original games developed by Probe.

He is already setting aside time and staff to be locked away with development machines, given plenty of time and told to come up with the game they always dreamed of.

involved in some seriously off-the-wall projects. "That's the idea of putting people in a room with a development system for a year, who knows what weird and wonderful things they'll come up with. We're anxious to inject a little more originality into software. There is too much of a tendency to copy hit formulas. At Probe we sometimes get accused of being a production line and to a certain extent we do churn product out.

"But that's because there are so many of us. The individual programmers aren't churning stuff out, they're spending a year or more on a labour of love – whether that be something done from a commercial point of view like *Mortal Kombat* and *Jelly Boy* or something a little more way out."

Probe is already established as Europe's leading developer of cartridges and with commissioned surefire hits like *Mortal Kombat*, Probe originals like *Jelly Boy*, plus a willingness to take risks with less obviously commercial games, Fergus doesn't seem at all keen to give up the title.



And now he's a hammer! (*We can actually see that, thanks.* – Ed).

Now he's turned into a cannon! Note the vertical planes. (?)

And now he's turned into, er, a little boy made out of jelly!

This bit looks a little like *Brat* from Mirrorsoft which, incidentally, had one of the worst marketing campaigns known to man.

THE ENORM GAMESMAS GIVEAWAY!

Aieee! It's prize-overload here at GamesMaster this month with, well, how can we describe it? An impossible number of very lovely things that you can have for free, providing that you can correctly answer our tongue-lollingly easy questions.

"So, why," the more inquisitive and maybe a little nosey among you will be asking, "are Ocean giving away this panoply of prizes?" Well, it's perfectly simple. Ocean are the undisputed kings of movie licence games, and they're so goddamned pleased with their latest line-up of box-office biggies that they'd like to share some of their cinematic cheeriness with you!

The three movie-related outings at this very moment being polished and prepped for nationwide release in Ocean's top security nuclear testing and programming bunker (or something) are *Lethal Weapon*, *Addams Family 2 – Pugsley's Scavenger Hunt* and *Universal Monsters*, each of them taking a different, erm, take on the movie theme.

Lethal Weapon is an all-out action fest with our old pals Riggs and Murtaugh battling through perilous crim-packed levels and using their guns rather a lot. *Addam's Family 2* is a brand new platform-based arcade adventure game based around the cartoon exploits of weirdy Addams kid Pugsley. And *Universal Monsters* is a return to the infuriatingly addictive style of classic games like *Head Over Heels* and (for the really sad types out there) *Knight Lore* in celebration of the six (six!) Universal Monsters: Dracula, Frankenstein's Monster, Mrs Frankenstein's Monster, The Mummy, Wolfman and the Creature from the Black Lagoon.

And the prizes we've got are as follows. There's a completely top Lethal Weapon jacket, as worn by Mel Gibson on the set of the movies (well, one a bit like his, we imagine). We've got Lethal Weapon hats, as worn by Weapon helmer Richard Donner (perhaps). We've got boxed sets of all three Lethal Weapon movies as, er, watched on video by the stars of the movies (*Do come along!* – Ed).

And there are monster movie vids, Addams Family vids and a rather special book full of illustrations from the original Addams Family cartoon strip which appeared in some American newspaper. V. rare and great.

Also, in celebration of forthcoming soccer smash *FA Premier League*, we've got two full and completely real football kits to be won. Well, we haven't actually got them, because they'll be the kits of your choice, you see. Brilliant!

And all you have to do to enter is answer the questions, fill in the form below and then send it to: Ocean Explosion! GamesMaster Magazine, Future Publishing, 29 Monmouth Street, Bath BA1 2DL.

THE QUESTIONS

We've had thousands of complaints from the Prime Minister and NASA saying that we're clogging the planet's mail systems with the trillions of entries to our competitions. So we've decided, half way through the competition not to make the questions particularly easy at all. Good luck.

1 Name the movie recently released about a sleazy photographer starring Lethal 2 & 3 co-star and completely great actor Joe Pesci?

2 Name the space-based game in the Knight Lore series.

3 In the movie The Player, Anjelica Huston who plays Morticia in the Addams Family is seen leaving a lunch meeting with a young movie star. Name him.

4 Michael Caine, star of wartime football escape movie Escape to Victory gets kidnapped in brill spy thriller Ipcress File. To which town do his captors take him?

5 Bruce Willis out of Hudson Hawk also stars as Most Rock Hard Bloke On The Planet, Joe Hallenbeck in The Last Boy Scout. What is his nickname related motto?

RULES 'N' THINGS

The competition closes on the 15 May 1993. No-one from Future Publishing or Ocean can enter. The Editor's decision is crushingly final and no correspondence will be entered into. And we can't return any of your drawings, but there is a prize for each one shown. No, sorry, that's something else.

THAT PRIZE BREAKDOWN IN, AHEM, FULL

1ST PRIZE

One Lethal Weapon Jacket, a Lethal Weapon hat, a boxed set of all three Lethal Weapon Vids, a copy of the Addams Family on video, a special limited edition book of original Addams Family cartoon drawings, a pair of Monster videos, and a football strip of your choice!

2ND PRIZE

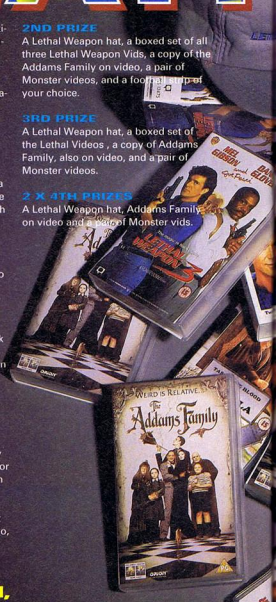
A Lethal Weapon hat, a boxed set of all three Lethal Weapon Vids, a copy of the Addams Family on video, a pair of Monster videos, and a football strip of your choice.

3RD PRIZE

A Lethal Weapon hat, a boxed set of the Lethal Videos , a copy of Addams Family, also on video, and a pair of Monster videos.

2 X 4TH PRIZES

A Lethal Weapon hat, Addams Family on video and a pair of Monster vids.



THE ANSWERS:

1) .....
2) .....
3) .....
4) .....
5) .....

Name: .....

Address: .....

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If I win, I'd like the football strip of .....

..... (insert UK team).

My chest size is .....

OUS
STER OCEAN

A Mega CD, er, (*Now don't even think about saying "yesterday"*. – Ed) with copy of disc sensation, Heavy Nova, proving that CD technology is finally here. Yesterday. (Get *out!* – Ed).

Sega know that you never get ahead by standing still. So do Ford and Coca Cola, but they're not really relevant here. What's certain, though, is that the Mega CD is something which will take gaming into the, er, future.

So what is the Mega CD? Well it's the same thing as the CD Sega, the Sega Compact Disc, the Mega Drive CD ROM. People seem to call it different things just to be hard and "street". Well GamesMaster is rock hard and we call it the Mega CD, as do Sega, who can also handle themselves in a fight.

The machine sits underneath your Mega Drive and is attached through a side connecter which locks it into place. This is how the two machines talk to each other (which they can do at quite a rate).

The CDs are the same as the standard music ones, such as The Wishing Chair by 10,000 Maniacs. But obviously, the data isn't decoded to produce sounds, but remains digital, in the form of 68000 code (just like you'll find in any Mega Drive cart).

The amount of information on one CD is impressive. 650 megabytes, or enough to hold all the Mega Drive games ever produced on that one disc. Obviously, this means that you can either have several games on each disc or, more likely, one incredibly massive game, which can still sprawl around and invite all its friends in for coffee and a bit of a dance.

The CD unit has its own Central Processing Unit (CPU) so it's as powerful as the Mega Drive that it sits under. This means that the Mega Drive can get on with the job of playing the games, while the CD unit can deal with all the CD operations.

But there are more nice bits inside. Custom chips (such as those you find in the Amiga or SNES) are built into the Mega CD, which means that certain sprite scaling and rotation techniques can happen at great speed.

It all sounds dead sexy, a bit like that one off Baywatch, but there are slight snags. Although CDs cost under a quid to make, the production costs of the games means that they'll probably be the same price as carts are now. Prices will change in the future, though, and they can only go down.

SLICK DISC

Sega's Mega CD is here at last! But is it actually, er, any good? Andy, Les and James decide.

SEWER SHARK

Hopefully these aren't the sewers below Ade's house. That is one place we couldn't clear.

Your over-enthusiastic copilot shouts and hurls abuse at you throughout the game. Impressive, huh?

This is one of the best CD games yet released. In *Sewer Shark* you control a ship that has been given the less than glorious job of wiping out all the mutant creatures and hydrogen gas in the sewer network. You and your attitude-packed, wise-cracking copilot have to contend with over-ambitious team mates and crooked sewer administrators to get the job done.

The game features some lightning fast graphics as you speed through the sewers shooting everything that moves. The extra power of the CD unit is utilised to provide an incredible movie-like feel to the game.

The soundtrack to *Sewer Shark* is great as well – atmospheric music and speech are used in animated sequences which look like they come from the rumoured movie of the same name.

This is one to look out for when it comes out, as it offers the total package – amazing graphics, brilliant sound and gameplay that oozes appeal.

What show offs. The introduction goes on for ages and is well worth watching . It's just like the game is talking to you. (*Er, it is?* – Ed).

THANK YOU FOR THE MUSIC

There are a couple of phono ports on the back of the Mega CD. These will enable you to plug in a lead to your hi-fi system. The machine is then capable of playing ordinary music CDs perfectly.

The only bummer is that there are no buttons on the machine, so you have to carry out all the functions using the Mega Drive joypad. If you don't have a hi-fi, you can still hear your fave "sounds" through the telly's speaker.

The Mega CD does have all the usual features such as program selection, repeat and random play. And a real bonus is the machine's ability to play CD+G discs.

CD+G discs are compact discs with graphics which you can watch while you're listening, and they're quite rare, unfortunately. A good one, though, is New York by Lou Reed, which has some smashing lyrics and nice guitar-playing. (*Er, thanks, James.* – Ed).

NIGHT TRAP

Ah hello. I'm just here to save your life, so don't mind me. Oh you want me out of your bathroom? Okay – you're the boss.

These are the Augs. They're not members of Mensa and are obviously suffering under the influence of some mind-altering substances.

Er, excuse me but this is a video game, so can you get back to the movie you came from. Oh this is the movie of the game, spooky.

Another great CD release. It seems the Japanese were a bit out of luck when the Mega CD was released over there. All they had were a few very average games to go with it, but now the unit is starting to get some really good stuff. The publishers tell us the game has over an hour and a half of real video. Bold claims indeed, but it looks like *Night Trap* can back them up.

You are a member of a SCAT team and have to monitor the eight different locations in this house and activate traps to catch intruders. These intruders are after the lovely Lisa and her friends. One of the characters in the game is played by the girl who played Phil Drummond's daughter in Different Strokes. The video footage is impressive to say the least. The same goes for the speech and effects.

The gameplay can become a little repetitive at times but the atmosphere that it creates is unbelievably tense.

A fine game with some rather tasty graphics. Another of the best games around for the system – and another 'must have'.

JUDGEMENT 85%

Babes galore, no wonder this was popular in the GM office. Ade's still after her phone no.

HOOK

Hook on the CD is little more than your average platform game. It does, however, have a stunning soundtrack, which gives the impression that a lot of work has been done on it – and it sounds just like the movie. The music is a pounding classical soundtrack which shows off what the CD can do. There is a little cutsie speech included, but it doesn't exactly push the envelope.

The graphics are just bog-standard Mega Drive. Even the introduction and between-level screens (normally where movie footage and the like are shown) are plain. This is the perfect example of how this new format can be abused. A rehash of an older game with a little added music. Avoid it – like most people did the movie.

JUDGEMENT 58%

SHERLOCK HOLMES CONSULTING DETECTIVE

This game has already appeared on a couple of other CD formats and is proving popular. You take on the role of the great detective and have to solve three crimes – The Mummy's Curse, The Mystified Murderess and the Tin Soldier.

As you would expect *Sherlock Holmes Consulting Detective* is packed with speech and video sequences that are really impressive.

This game will appeal to you most if you've got a bit of time to kill, although if you prefer your games to be exciting and action packed, this is probably the last game on Earth you'll want to play. I can see older people loving having to pit their wits against the computer, but the rest of us would prefer something different.

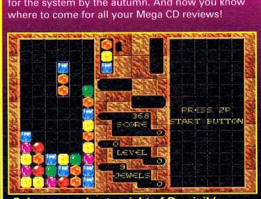
JUDGEMENT 76%

WHAT DO YOU GET?

Ever keen to give the punter good VFM, Sega have produced a bundle-pack for the Mega CD, with a load of games, er, bundled in with the CD. (*That's a bit obvious, isn't it?* – Ed). For your £269.99 you will get a Mega CD, a four-in-one Sega classics CD, which features such, er, classics as *Golden Axe*, *Columns*, *Revenge of Shinobi* and *Streets of Rage*. You also get *Sol-Feace*, which is not such an amazing cartridge game, though it has a great soundtrack. And finally you get the shoot-em-up, *Cobra Command*.

Once you've worked your way through that little lot, there should be a further 20 new titles out for the system by the autumn. And now you know where to come for all your Mega CD reviews!

Here the great Gilius Thunderhead shows off his chopper in *Golden Axe*.



***Columns* – and not a sight of Dominik's anywhere you'll be glad to hear.**

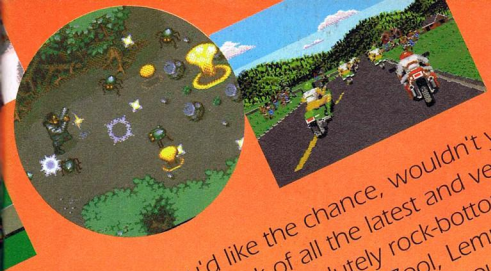
***Revenge of Shinobi* – knitting ninjas in one of the oldest Sega games around.**

***Streets of Rage* – Axel gives this guy what for. Without gratuitous violence, of course.**

***Sol-Feace* – great sound, shame about the game. No wonder they're giving it away.**

So you play Amiga gam - seriously?

WIN



Catch the Amiga at its best!

You'd like the chance, wouldn't you, to take your pick of all the latest and very hottest Amiga titles – at absolutely rock-bottom, unbeatable prices? Games like Zool, Lemmings 2, Chuck Rock II? – yeah, yeah, of course.

But wouldn't it be much better if you could see them for yourself first? Play them for yourself first? – now you're talking!

While you're at it, how about meeting that Stuart Campbell bloke and telling him what you think? Also the whole GamesMaster crew, and the guys who put Amiga Format together? – OK, OK, you can get to the information bit now.

es

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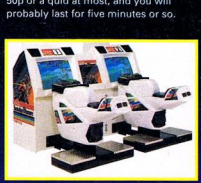
GM05

Arcadia - no, not the district of Southern Greece in Central Peloponnese. This Arcadia is a far-away place somewhere between Heaven and Earth. A place where mountains of arcade machines of the past, present and future are eternally on freeplay. But only for the GamesMaster team. Let us tell you of the here and now...

ARCADIA

COCA COLA SUZUKA 8 HOURS (Namco)

Remember *Hang-On*? The arcade game with the plastic motorbike that you sat on and you leaned to turn the bike on screen? Well, little has changed since those days, except that now machines are linked together so you can race against your mates. *Coca Cola Suzuka 8 Hours* (it's sponsored by those fizzy pop people) is far from exceptional in any department, but leaning for real to take the bends is a laugh, and the fun increases when more than one player is involved. You can expect to pay around 50p or a quid at most, and you will probably last for five minutes or so.



Excellent cycle-straddling thrills are yours for a mere 50p in *Suzuka*.

VIRTUA RACING (Sega)

We make no apologies for mentioning this one again. Racing simulations cannot get any more believable than *Virtua Racing*. Let's hope that future releases feature some interesting race 'n' chase scenarios to go with the incredible visuals. A quid tops should secure you four minutes or thereabouts of riotous revolutionary racing.

GALAXIAN 3 (Namco)

Wow. *Galaxian 3* is such a meaty beast that it's played in its own six-seater theatre. In terms of raw playability, *Galaxian 3* isn't far removed from *Galaxians*. Who cares? What sets this new blaster apart is the overwhelming visual and aural, erm... 'experience', man. The screen is massive (around 12 feet by seven) and all the scenery is an impressive high definition computer creation which actually succeeds (for once) to generate the feeling of being involved in a science fiction film. The surrounding sound system is set to the max, and the CD-quality soundtrack is littered with beefy noises and atmospheric speech to gee you on.

Up to six players can take part simultaneously in an action-packed shoot-em-up reminiscent of sections of a Star Wars flick. An introductory sequence sets the scene and your craft is shot into space. As one of the gunners on this battlecruiser on some unknown mission to destroy everything, you use a handset with firebuttons to control a cursor on the screen. Waves of aliens appear all over the shop and you shoot them before they shoot you, it's as simple as that. If more than one player is involved, the scores are ranked as you play, so there's an incentive to perform better than whoever's sitting next to you.

It's a doozy. Enough said. At present there's only one *Galaxian 3* Theatre in England, and that's in London, at Funland in the Trocadero Centre, Piccadilly Square. *Galaxian 3* will set you back a couple of quid, but even the most rubbish players will feel as if they've had their money's worth.

LETHAL ENFORCERS (Konami)

Blasters with 'real' guns connected to the cabinet haven't really progressed much since *Operation Wolf* first got the ball rolling.

Lethal Enforcers is for one or two players. The plastic guns chained to the cabinet look about as realistic as sticks, but the rock hard action is pure and simple Dirty Harry all the way, and the playability is top notch. You progress through six levels – effectively 'acts' with 'scenes' – such as a hijack situation, blowing away the bad guys and gals but not wasting the innocent.

Fortunately, ammunition is limitless – you reload by pointing the gun away from the screen (do it whenever you get the chance – preferably between shots).

The digitised scenery and characters look a little ropy, but the heavyweight sound effects are more than adequate compensation. And remember: it's all very well shooting characters on a television screen, but killing people with real guns is not big, hard, clever or grown up. By the way, *Lethal Enforcers* will set you back 50p or a quid a shot, so to speak, and yer average punter can look forward to playing for a couple of minutes.

ARCADE CHARTS!

The most played releases for March 1993, as compiled by Funland, The Trocadero Centre, 13 Coventry Street, Piccadilly Circus, London W1V 7FE.

THE TOP FIVE DEDICATED VIDEO GAMES MACHINES

1. **Virtua Racing** Sega
2. **Coca Cola Suzuka 8 Hours** Namco
3. **Wild Pilot** Jaleco
4. **Lethal Enforcers** Konami
5. **Mortal Kombat** Midway

THE TOP FIVE PINTABLES

1. **White Waters** Williams
2. **The Creature from the Black Lagoon** Bally
3. **Terminator 2** Bally
4. **Dr Who** Bally
5. **Fish Tails** Williams

FINAL LAP 3 (Namco)

Racing simulations are a perennial favourite. Why, there seem to be more of them than any other type of machine these days. *Final Lap 3* is yet another addition to the continually growing (and throbbing) Formula One style – as they say – 'genre'. It features four circuits (England, France, San Marino and Spain) to race around and comes in two incarnations of cabinet. The upright version is fair – say no more. The sit-down machine however is the place to be, especially when it's linked to seven other cabinets occupied by your pals. Its seat moves when you accelerate or brake, which adds a certain, ah... 'something' to the racing action.

It must be said that in the light of *Virtua Racing*, *Final Lap 3* is no big deal. But it's certainly worth playing when the *Virtua Racing* machines are all bagsied. *Final Lap 3* should cost you a quid at most to play, and a newcomer is looking at about three minutes' worth for the price.

PINTABLE PERFORMANCE

All the nice girls like a pintable, so they say. And all the nice boys do too, for that matter.

Three new (ish) machines out and about at the moment and worth a look are Bally's *The Creature from the Black Lagoon* (starring a holographic version of the Universal Monster itself), Bally's *Dr Who* (featuring the tacky TV tune, Tardis noises, The Master and a 'tasteful' artist's impression of all seven Doctors on the cabinet) and Williams' *White Waters* (lots of pleasant watery sounds and a mad Big Foot monster make themselves known in this follow up to *Fish Tails*).

Also keep 'em peeled for these two slightly older favourites: Bally's *The Addams Family* (terrific fun with speech and sounds straight from the film) and – yes! – Gottlieb's *Super Mario Bros Mushroom World* (excellent, especially as the table's legs are adjustable to suit dwarves). Gottlieb's *Streetfighter 2* pintable on the other hand will come as a disappointment to addicts of the beat-em-up. You were warned.

What on *earth* has happened to Chun Li? She's not even Chinese any more! Oh dear.

WIN!

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WIN: £1500 OF ULTRAMAN GOODIES

He's about 50ft tall! He can defeat enormous rubber monsters! He's got an all-in-one leather costume! He is Ultraman, the latest Japanese superhero to threaten to take the world by storm. Following hot on the heels of Anime hits Tank Killer Corps and Fluffy Girls With Big Eyes And Bigger Guns comes Ultraman, a new kind of hero for a new kind of, er, something.

Very distinctive from all the Anime stuff, Ultraman is a LIVE ACTION movie, which means that greater levels of realism than ever before can be experienced as our do-gooding hero battles dinosaurs, space fiends and fighter planes in his quest to banish evil from earth.

But what strange force do we have to thank for Ultraman's presence here in the UK? What mystical power has brought him here? An enormous radioactive meteorite perhaps, or maybe a cigar-shaped object, darting across the sky. No. It's Island World Communications who are top international video folk and have brought hundreds of thousands of copies of Ultraman's new movie – Ultraman: The Alien Invasion over here to blighty for your enjoyment.

Such is the generosity of the folk at Island World that we're able to bring you this thrilling Ultraman competition! We've got 100 copies of the video to give away, and completely brilliant Ultraman, erm, action figures (Are you sure you don't mean "dolls"? – Ed). And all you have to do to win is answer a couple of oh-so-easy questions.

Send the completed form to: Ultraman Compo, GamesMaster, Future Publishing, 29 Monmouth Street, Bath BA1 2DL.

PRIZES:

10 x 1st prizes: An Ultraman video, a poster and an action figure.

90 Runners-up prizes: A video and a poster.

QUESTIONS

1) Ultraman was filmed where:
a) Australia
b) Japan
c) Korea

2) Which is not a real Japanese city?
a) Tokyo
b) Osaka
c) Hong Kong

3) Ultraman has been turned into a SNES game. True or False?

RULES

No-one from Future Publishing or Island World Communications are eligible for entry. The ed's decision is final. All entries must reach us by 16 May 1993.

Send your entry coupon on the back of a postcard or sealed-down envelope to: Ultraman! GamesMaster Magazine,

Name: .....

Address: .....

.....

Answer:

1) .....

2) .....

3) .....

TELL US - TELL US EVERYTHING!

Yes. It's that time again! Time for us to pry, inquire, snoop and dig into all your personal details, just for our own information. Shocking, isn't it? You'd think we'd have something better to do with our time, but you'd be wrong. However, in case you thought that this was an *entirely* nosey-parker sort of situation, it's worth remembering that by filling in this form and telling us loads about yourself, it'll help us make GM even better, and even more full of the things you're interested in.

So, get out your biro and get scribbling. Once you've done, send your completed form to GamesMaster Survey, QRS, Dept FP1, The Old Brewery, 1 Coopers Lane, Potters Bar, Herts, EN6 4AG.

(10) **1 Are you...**

(1) ☐ Male (2) ☐ Female

(11) **2 Please indicate your age here...**

(1) ☐ 25 or over (2) ☐ 20-24
(3) ☐ 17-19 (4) ☐ 16
(5) ☐ 15 (6) ☐ 14
(7) ☐ 13 (8) ☐ 12
(9) ☐ 11 (10) ☐ 10 and under

(12) **3 From which of these sources do you receive most of your money?**

(1) ☐ Regular full-time job
(2) ☐ Regular part-time job
(3) ☐ Pocket money / allowance from parents
(4) ☐ College Grant
(5) ☐ Social Security / dole money
(6) ☐ No money received

(13) **4 Please tell us how much this comes to in an average month.**

(1) ☐ £1500 or more (2) ☐ £1000-£1499
(3) ☐ £750-£999 (4) ☐ £500-£749
(5) ☐ £300-£499 (6) ☐ £200-£299
(7) ☐ £100-£199 (8) ☐ £50-£99
(9) ☐ £20-£49 (10) ☐ Under £20

5 On a scale of 1 to 5 (1 meaning not at all, 5 meaning very) please tell us how much you enjoy the following activities.

	1	2	3	4	5
(14) Paying to watch sports	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(15) Playing sports	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(16) Going to the cinema	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(17) Watching TV	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(18) Watching hired / bought videos	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(19) Going to the pub	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(20) Going to clubs / gigs	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(21) Reading books, mags or comics	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(22) Mountain Biking	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(23) Playing video games	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐

6 Which sports do you enjoy paying to watch and which of them do you play yourself?

	Watch (24)	Play (25)
Soccer	(1) ☐	(1) ☐
Rugby Union or League	(2) ☐	(2) ☐
Cricket	(3) ☐	(3) ☐
Tennis	(4) ☐	(4) ☐
Squash	(5) ☐	(5) ☐
Basketball	(6) ☐	(6) ☐
American Football	(7) ☐	(7) ☐
Snooker / Pool	(8) ☐	(8) ☐
Athletics	(9) ☐	(9) ☐
Weightlifting / Body Building	(10) ☐	(10) ☐
Swimming	(11) ☐	(11) ☐
Road Cycling	(12) ☐	(12) ☐
Mountain Biking	(13) ☐	(13) ☐

(26) **7 Which of the following types of music do you like?**

(1) ☐ Rave / Dance (2) ☐ Heavy metal
(3) ☐ Rap (4) ☐ Reggae
(5) ☐ Chart (6) ☐ Rock
(7) ☐ Movie Soundtracks

(27) **8 Please name your favourite singer/group...**

.....

9 About how many of the following have you bought in the last month?

	More than 10	6-10	3-5	1or2	0
(28) CDs	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(29) CD singles	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(30) LPs	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(31) Vinyl singles	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(32) Pre-recorded Cassettes	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(33) Blank cassettes	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐

10 About how many pre-recorded videos and blank videos have you bought in the last month?

	More than 10	6-10	3-5	1or2	0
(34) Pre-recorded videos	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(35) Blank videos	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(36) Video games	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐

11 Which of the following do you have in your home? Please also mark if you own them yourself? Which of them (if any) did you get new last year, either as a gift or bought by yourself?

	Have in home	Own yourself	New last year
(37) Personal stereo	(1) ☐	(2) ☐	(3) ☐
(38) Portable radio	(1) ☐	(2) ☐	(3) ☐
(39) Portable radio / tape player	(1) ☐	(2) ☐	(3) ☐
(40) Midi. Mini Hi-Fi system with CD	(1) ☐	(2) ☐	(3) ☐
(41) Midi. Mini Hi-Fi system without CD	(1) ☐	(2) ☐	(3) ☐
(42) Racked Hi-Fi system with CD	(1) ☐	(2) ☐	(3) ☐
(43) Racked Hi-Fi system without CD	(1) ☐	(2) ☐	(3) ☐
(44) Hi-Fi separates	(1) ☐	(2) ☐	(3) ☐
(45) Television	(1) ☐	(2) ☐	(3) ☐
(46) VCR	(1) ☐	(2) ☐	(3) ☐
(47) Camcorder	(1) ☐	(2) ☐	(3) ☐

(48) **12 Do you have satellite or cable TV at home?**

(1) ☐ No - Neither (2) ☐ Yes - Cable
(3) ☐ Yes - Satellite dish

13 On the days when you play video games, how many hours on average do you spend listening to the

radio, watching TV and playing games?

	(49) Play games	(50) Watch TV	(51) Listen to radio
4 hours or more	(1) ☐	(2) ☐	(3) ☐
2 or 3 hours	(1) ☐	(2) ☐	(3) ☐
No more than 1 hour	(1) ☐	(2) ☐	(3) ☐

(52) **14 Which of these radio / TV stations have you listened to / watched in the last week?**

(1) ☐ Capital FM
(2) ☐ Radio 1 FM
(3) ☐ Atlantic 252
(4) ☐ Independent local FM Radio
(5) ☐ MTV
(6) ☐ Sky Sports
(7) ☐ Movie Channel
(8) ☐ Sky Movies Plus
(9) ☐ Sky One
(10) ☐ BBC1
(11) ☐ BBC2
(12) ☐ ITV
(13) ☐ Channel 4

15 Thinking about your radio and TV viewing Monday to Friday, please mark the times of day that you usually listen / watch (if you go to school or college, think about during term-time).

	(53) Listen to radio	(54) Watch the TV
7-9am	(1) ☐	(1) ☐
9-12noon	(2) ☐	(2) ☐
Noon-1pm	(3) ☐	(3) ☐
1-4pm	(4) ☐	(4) ☐
4-6pm	(5) ☐	(5) ☐
6-8pm	(6) ☐	(6) ☐
8-11pm	(7) ☐	(7) ☐
After 11pm	(8) ☐	(8) ☐

16 And thinking about your radio listening / TV viewing on Saturdays and Sundays please mark the times when you usually listen / watch.

	Saturday		Sunday	
	(55) Radio	(56) TV	(57) Radio	(58) TV
7-9am	(1) ☐	(1) ☐	(1) ☐	(1) ☐
9-12noon	(2) ☐	(2) ☐	(2) ☐	(2) ☐
Noon-1pm	(3) ☐	(3) ☐	(3) ☐	(3) ☐
1-4pm	(4) ☐	(4) ☐	(4) ☐	(4) ☐
4-6pm	(5) ☐	(5) ☐	(5) ☐	(5) ☐
6-8pm	(6) ☐	(6) ☐	(6) ☐	(6) ☐
8-11pm	(7) ☐	(7) ☐	(7) ☐	(7) ☐
After 11pm	(8) ☐	(8) ☐	(8) ☐	(8) ☐

(59) **17 Which of the following magazines do you read regularly?**

(1) ☐ Shoot
(2) ☐ Match
(3) ☐ 90 Minutes
(4) ☐ Viz
(5) ☐ Smash Hits
(6) ☐ Big
(7) ☐ TV Hits
(8) ☐ Look In
(9) ☐ Just 17
(10) ☐ Judge Dredd
(11) ☐ 2000AD
(12) ☐ Fast Forward
(13) ☐ Select
(14) ☐ Q
(15) ☐ Vox
(16) ☐ Empire
(17) ☐ MBUK

18 Please tell us which of the following bank, building society and post office accounts you have. Then tell us which you opened in the last year.

	(60) Have	(61) In last year
Bank current account	(1) ☐	(1) ☐
Bank deposit / savings account	(2) ☐	(2) ☐
Building society current account	(3) ☐	(3) ☐
Building society deposit / savings account	(4) ☐	(4) ☐
Post Office Girobank account	(5) ☐	(5) ☐
Post Office Savings account	(6) ☐	(6) ☐

19 For the following items please mark which you have either bought or received during the last year. Then tell us about how much you yourself have spent on each in the last year.

(62) **Bought / received in the last year**

(1) ☐ Trainers / Sports shoes
(2) ☐ Other shoes / boots
(3) ☐ Other sports clothing
(4) ☐ Sports equipment
(5) ☐ Jeans
(6) ☐ Other trousers
(7) ☐ Shirts
(8) ☐ T-Shirts
(9) ☐ Sweat shirts
(10) ☐ Baseball caps
(11) ☐ Watches

Amount spent by yourself in the last year

	Under £20	£20-£49	£50-99	£100+
(63) Trainers / Sports shoes	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(64) Other shoes / boots	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(65) Other sports clothing	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(66) Sports equipment	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(67) Jeans	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(68) Other trousers	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(69) Shirts	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(70) T-Shirts	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(71) Sweat shirts	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(72) Baseball caps	(1) ☐	(2) ☐	(3) ☐	(4) ☐
(73) Watches	(1) ☐	(2) ☐	(3) ☐	(4) ☐

20 About how many packets, etc, of the following snacks do you eat / drink during an average week?

	10+	6-10	3-5	1or2	None
(74) Crisps	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(75) Sweets	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(76) Chocolate bars	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(77) Gum	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(78) Fizzy drinks	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐

(79) **21 Which of the following fast food restaurants have you been to in the last 3 months?**

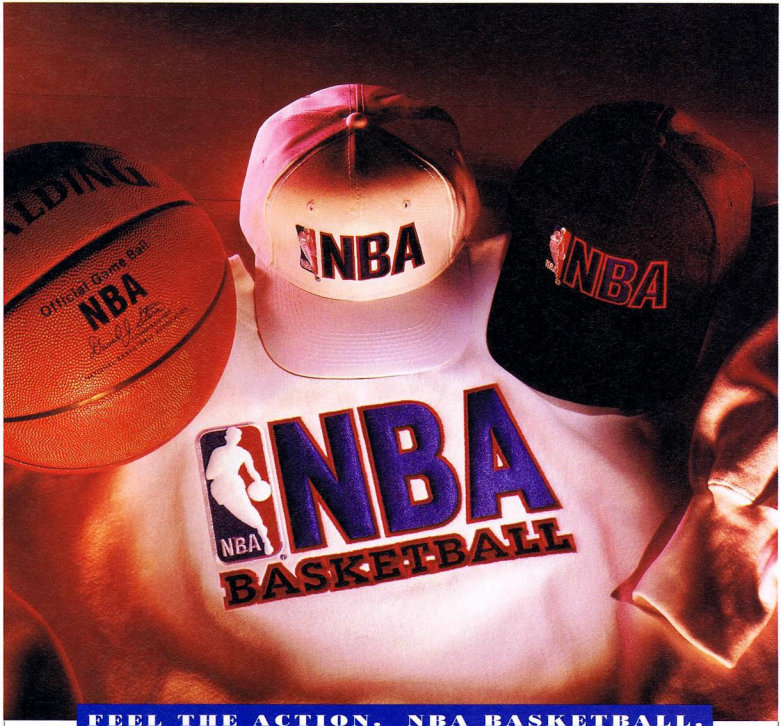
(1) ☐ McDonalds
(2) ☐ Burger King
(3) ☐ Other Burger chain
(4) ☐ Pizzaland
(5) ☐ Pizza Hut
(6) ☐ Perfect Pizza
(7) ☐ KFC Express
(8) ☐ Spud-U-Like

(80) **22 Which of the following items do you use on a regular basis?**

(1) ☐ Aftershave or perfume
(2) ☐ Toothpaste
(3) ☐ Mouthwash / breath freshener
(4) ☐ Deodorant
(5) ☐ Skin care products
(6) ☐ Hair gel
(7) ☐ Hair mousse
(8) ☐ Hair spray
(9) ☐ Shower gel
(10) ☐ Shampoo
(11) ☐ Hair conditioner
(12) ☐ Electric shaver
(13) ☐ Wet razor
(14) ☐ Shaving cream
(15) ☐ Shaving gel

23 Finally, thinking of GamesMaster magazine, please tell us what your opinions of the following sections are. On a scale of 1 to 5 (with 1 meaning not at all, and 5 meaning very much) please let us know how much you enjoy reading them.

	1	2	3	4	5
(81) Contents	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(82) Network	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(83) Charts	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(84) Dominik's Column	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(85) The Games-Master Interview	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(86) Arcadia	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(87) Trailers	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(88) Celebrity Challenge	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(89) Reviews	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(90) Review Shorts	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(91) Commercial Break	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(92) Tips	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(93) Consoletation	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(94) The Quiz	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(95) Letters	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐
(96) Screen shots	(1) ☐	(2) ☐	(3) ☐	(4) ☐	(5) ☐



FEEL THE ACTION. NBA BASKETBALL.

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Now Available At Quality Sporting Goods And Department Stores.

Look For NBA Official Licensed Products.

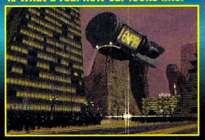
NBA

Watch NBA games on ITV

TRAILERS

Only ours travel at more than 50 mph on the public highway. (Sorry about this poor-quality trailer joke, readers).

Pah! Keep your Ford Mondeos and your so-called Cinquecentos. This is what a real new car looks like.



And here we have a sort of space-ship thing. All these grabs are of the A1200 version, by the way.

It's great. You can blow up public buildings and everything. Perfect for those who have a problem with authority. Like that bloke in the bank yesterday, Jim. Remember? The mad-looking one with the tufty hair.

SYNDICATE

FROM - BULLFROG
FOR - AMIGA

PRICE - £25.99
AVAILABLE - MAY

You'd be forgiven for thinking Bullfrog have been a bit quiet recently. But it's not the case. The Guildford-based team of jeans-wearers have been coding furiously and drinking loads of coffee.

Syndicate is one of the results. It's a futuristic sort of God game in which the world is being fought over by giant corporations. Once they ruled the world peacefully, co-existing like Pepsi and Coke, or Reebok and Nike.

But then the Corporation Wars happened. Everybody fell out and the world had the sort of tense atmosphere you find in Amiga Format on deadline day. Afterwards there was a hell of a mess. This is where you step in. You play a syndicate leader, with four agents. Using them, you must beat over 100 levels to be, er, the winner and that.

Each level is a city (or part of one), and you view it from a 3D isometric view thing. You see your blokes as they wander about. The clever bit is the control of your characters.

You can point and click them about, or you can give them perception, aggression and adrenaline. You must still tell them where to go, but they can deal with the shooting of other folk and blowings up of buildings on the way.

Each level has an objective, and you can equip your team with any weapons, tools and abilities you deem necessary. The accent is on flexibility in *Syndicate*. You can shoot anyone in the cities, including civilians, friends and passers-by. You can blow up anything, steal cars and run people over.

Syndicate looks incredible. It'll be available for SNES and Mega Drive as well as Amiga, and it looks as if Bullfrog might be able to pull off another *Populous* (2.4 millions units sold, and counting). Let me leave you with a quote from Peter Molyneux of Bullfrog. "Syndicate is like being able to take guns into Sim City." We can't wait. ■

All these people have individual personalities, which is more than you can say for Michael Bolton fans. Speaking of which, we don't like that Lovejoy either. Lam says that he's got a face like an unmade bed.

JUNGLE STRIKE

FROM - ELECTRONIC ARTS
FOR - MEGA DRIVE
PRICE - £40 APPROX
AVAILABLE - JUNE

Around two years ago, EA released a helicopter shoot-em-up that caused a bit of a fuss. Your mission was to fly around a fictional middle eastern country and destroy strategic military installations. The only problem was that the Allied forces had been doing this for real in Iraq. Now we have the sequel, but the (ahem) burning question is – is this game going to cause a similar controversy?

The plot of *Jungle Strike* doesn't take after any known war but, as the name implies, it's set in a jungle (Vietnam, perhaps?), and you must fly more missions of rescue and destruction before you can go home to get your medals.

Jungle Strike is a massive 16 megabit cartridge and is twice the size of the first game, in which you flew around in an Apache gunship. This time, it's the turn of the Commanche gunship, the new improved tough-as-nails, state of the art, rock... (*Don't you dare say it.* – Ed), flying machine. But it doesn't stop there.

Apart from the helicopter, you can control an F-117A Stealth Fighter which is harder to fly. You can't hover, so you have to plan your attack runs – preferably without crashing into buildings. Included is the Special Forces motorbike. As of yet it hasn't been finished, but expect it to be armed with plenty of fancy gadgetry – à la James Bond.

Also included will be an attack hovercraft. Sitting inside this, you can traverse over both land and water.

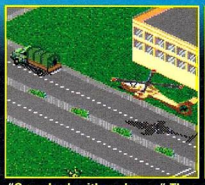
With the name *Jungle Strike* you'd expect every background to be dense, green foliage. This couldn't be further from the truth.

Missions are located in Washington DC, on snow-covered mountains and – strangely enough – South American jungles. Some missions need to be flown at night, where the only way to see is to 'light the place up' using your bits and pieces of equipment.

After the resounding success of *Desert Strike*, *Jungle Strike* is looking like a worthy, more varied follow-up, taking the idea of global domination and destruction a tad further. ■

"If I destroy this bridge, will they name me the Bridge Buster?"

Here's the F-117A Stealth Fighter. It's big and hard, so there!

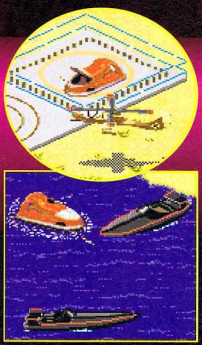


"Come back with my booze." The pilot's been a bit tense lately.

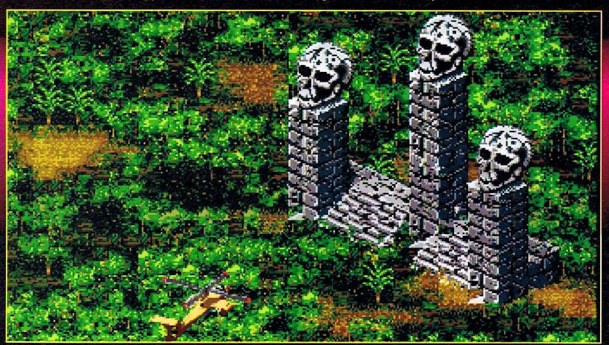
The Whitehouse. It's white... Yes do you want something else?

"Oh you want some too do you?" A tete-a-tete between choppers.

One of the missions will be in Klosters. You'll have to rescue stranded skiers with broken legs, and lots of money.



And here we have a hovercraft frenzy. Lots of killing to be done.



"So then, these ancient Inca skull thingies, I'm guessing they're from the Inca civilisation, they're a bit scary aren't they?" Well Saint, you could be right there." Suddenly they were engulfed in flames and died.

B17 FLYING FORTRESS

FROM - MICROPROSE
FOR - AMIGA

PRICE - £34.99
AVAILABLE - MAY

You're high in the sky, dawn is just breaking and all you can hear is the rumble of hundreds of engines. There are bombers all around you. You're heading off to the Continent to flatten as much of it as possible. And it's really cold.

MicroProse are working on an absolute corker of a flight sim at the mo. In *B17 Flying Fortress* you can play the role of any one of the ten crewmen inside each B17. You can fly the plane, be the bomb aimer, the tail-gunner, the waist-gunners or, er, any of the other positions I haven't mentioned.

You often fly with a large group of bombers, and some of the views of the other planes are astonishing in a very, erm, MicroProsey sense. Enemy fighters attack, anti-aircraft bursts and general mayhem ensues, as the plucky Yanks struggle to fulfil their mission over nasty German territory.

As well as all the usual simmy bits and pieces, you can select your crew from the spotty hopefuls hanging around the base.

You can also name your bomber, as in real life. Names should be in the following format to retain historical accuracy: Betty Sue, Liza May, Anna Lee, Simon Bates or Peggy Ann.

Hmm. Anyway, the standard build-up-your-mission-log business is all here, so as you survive tougher and tougher missions, you get medals, better teams and who knows? Possibly promotions as well.

B17 is shaping up to be a rather spiffy game. As we speak, the formation is heading towards the GamesMaster offices, laden with press releases, pre-production samples and MicroProse hats and stickers. Wait until next issue for the bombshell. (*Call that a joke?* – Ed). ■

Cor, eh? Phwwoarr! Blimey. Whew! A picture of a girl looking over her shoulder, apparently.

Erm, some bombers, yesterday. Sorry. That gag really belongs in the news section, not previews.

"Biffo! Give us a hand putting up this marquee! We've got to have it done before the pubs open!"

"No, I said we mustn't smoke until the plane is stationary at the terminal building. Stub 'em, lads."

THE ANCIENT ART OF WAR IN THE SKIES

This baby is described as "a unique strategy/action game". Good, because if it wasn't unique someone would be suing the ass of MicroProse as soon as it came out.

But seriously, it would seem that your objective in *B17 Flying Fortress* is to send your fighters and bombers to defeat the enemy either by destroying or capturing his capital, capturing all of his airfields, wiping out his air force or merely forcing him to surrender. All sounds like good and healthy face-punching fun to me.

There are over 40 fictional and historically accurate campaigns to play through, and you'll come up against the Red Baron, Kaiser Wilhelm and other old and violent folk.

FROM - MICROPROSE
FOR - AMIGA

PRICE - £34.99
AVAILABLE - APRIL

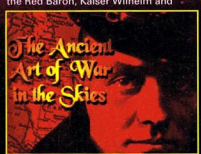
Luckily, says the press release, you have the teachings of the ancient warlord Sun Tzu on your side. If the guy's all that ancient though, he's not really going to know a lot about aerial combat, unless it's with kites or fireworks or something. I mean, I know the Chinese were clever, but I'd like to see them try and smack in a couple of squadrons of Hurricanes armed with .303 machine guns.

As well as all the dogfighting, bombing and strategy stuff, you can design your own missions which allows you to create your own campaigns and give yourself stupidly powerful forces and the enemy a couple of pointed sticks.

It all sounds like a huge laff, and rest assured that we'll be digging up old Sun Tzu to get his opinions on 20th Century life, as well as asking him about the finger-four attack formation, just to see if the old git really did know about aerial warfare centuries before it was invented.

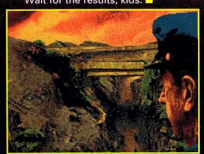
Wait for the results, kids. ■

"'Ere, Sarge. Why don't we bomb that river?"
"Because it's just a collection of pixels on a map, Hawkins. Use your loaf, man. Or I'll shoot you."



The Ancient Art of Being a Miserable Git. Still, war is hell, so he's right to be a bit downcast.

Some sort of bizarre WW1 combat thing, we're forced to presume. What a strange grab to have used.



Uncle Toby watches as a bloke gets a bit carried away with his gardening. (© Poor War Jokes Ltd).

Moustaches and comedy hats. That's what has been missing from MicroProse games up to now.

SEND IN PROOF THAT THE SECRET US SPYPLANE AURORA EXISTS AND WIN A HUNDRED GAMES OF YOUR CHOICE (ON ANY FORMAT)!

POPULOUS 2

FROM - DMI
FOR - AMIGA
PRICE - £25.99
AVAILABLE - MARCH

Populous was, unless I'm vastly more mistaken than the infamous David Icke, the first of the God games. You must be able to remember it. All those little islands with people wandering around, following their Papal Magnate and so on.

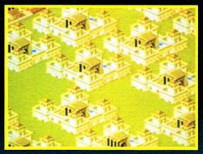
Anyway, it was a marvellous game, packed with the sort of effects that the Bible covers in detail. Except now there's a new version coming out for the Mega Drive.

The idea is the same. You progress through each world, beating the baddies by gaining manna. This is your power, as it were. You need to make the environment happy for your people by flattening it when there are mountains and raising it from the sea if there isn't enough space. Once everything is sorted out, your guys start multiplying – giving you more and more power.

In each of the worlds there is an enemy, and you must beat him by using your powers against his to knacker his island. Earthquakes, volcanoes, plagues of slime and other fascinating effects can all be conjured up, and you can gloat over the damage you're causing.

And one of the other major changes is that the game has been made slightly easier when you get to the later levels because most people found the Amiga version getting very tough at around the hundredth level!

We'll review this game in an issue or so's time, so don't buy any of those other magazines. Buy this one instead. Besides, we've got attitude and say the word 'crap' out of context. ■



Plenty of cities in this pic. And it's all on the ace Sega Mega Drive.

OF MICE AND MEN

***Populous 2* will be the first game out which is fully compatible with the Mega Drive mouse. At the time of writing (actually 4:24pm, if you're that nosey), there are only two mice in the country, so Bullfrog had to do their coding for it rather quickly. But they got it done. So if you decide to get a mouse for your Mega Drive, this is one game which will work with it.**

Now here we appear to have a sort of desert area. Amazing machine, the Mega Drive, isn't it?

This looks like a bit of a rumble going on here. Look at those graphics. Fabulous console, eh?

Here are some people watching a table. Astonishing piece of kit, the Mega Drive, isn't it, really.

And a rather nice little building. Listen to that sound. Brilliant purchase, the Mega Drive, eh?

WOODY'S WORLD

FROM - DMI
FOR - AMIGA
PRICE - £25.99
AVAILABLE - MARCH

"Woody's World, Woody's World, excellent, excellent." Sorry, I've got a grip now. From New Zealand, the land of the All Blacks rugby team, where men are men and sheep are, er, nervous comes *Woody's World.* Featuring Woody the Elf and his exploits as he tries to save the kingdom (talk about clichéd). Is it an RPG or an adventure? No chance this is a pure thoroughbred arcade platformer.

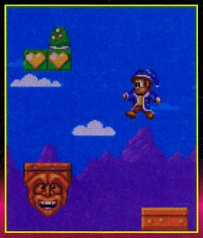
DMI claim that the finished version of *Woody's World* will feature over 60 levels where you have to hop, skip and jump around (*Mario* style), pounding the heads of any creatures that you come across.

Each level contains three stages, and each level has a different graphic style. It has all the usual ideas, hidden rooms, end-of-level bosses, bonus games, puzzles to solve, etc.

But wait, don't be fooled into thinking that this is going is be any ordinary platformer. The programmers are claiming that it is going to be the largest platform game ever coded for the Amiga. Another function that has won the approval of the GamesMaster team is the two button joystick/Mega Drive controller option – well 'ard.

Woody's World arrived just a little too late for a full review but looks promising enough. Next issue we will bring you the full lowdown. ■

For an ultra cute cartoony type character Woody doesn't half wear some dodgey clobber. He's obviously been hitting those C&A sales again.



"I wish I could fly, right up to the sky but I can't. You can." Agh, splat.

Oi, foxface. Come 'ere, I'm gonna stamp on yer face. Er, alright then I'll run away instead.

Oh what a surprise, a platform game with hidden bonus rooms all over the place. Sound familiar?

GENESIA

FROM - MICROIDS
FOR - AMIGA
PRICE - £25 APPROX
AVAILABLE - MAY

Populous really started something. Think of how many so-called 'god games' there are now. Some are brilliant and some are, well, not very special at all. Here's one in the pipeline with a new twist, though.

In the world of *Genesia*, you've got lots of ambition. It's only a small place, but with your help it could get to be really impressive. The idea is to expand your land and population in tune with the natural equilibrium of the harmony of nature thing.

You get the idea? You must manage your resources, such as water, timber and air or whatever. And while you do so, you must make sure that your people are happy. They might be hunters, farmers or whatever. Architects, as well, apparently, although it's unlikely that they'll contribute much to the harmony of the natural Earth planet mother thing.

So basically you're juggling with the fragile eco-sphere (good phrase, that). You must make your people are happy and prosperous, whilst making sure they're not knackering their beautiful surroundings.

And there's more. You must deal with your neighbours as well. You can trade with them or smash them in their combined face for being so close to you and having loads of money. To do this effectively it makes sense to build loads of weaponry. So you can spend all your time developing swords, cannons, armour and so on, or you can make girly things like vaccinations and antibiotics.

You can also build walls, hotels, farms and stuff like that, so we're talking about *Sim City* meets *Mega-lo-Mania* and *Populous*, in a sense. We're talking about *Genesia*, which will be reviewed next issue unless we go down The Loft too much and have to stay in bed for a month recovering. ■

Aha. A castle in the middle of a cross-roads. I bet the police have installed video cameras to catch speeding charioteers. Sorry about this rather poor caption, though.

Ah. Here are some lakes and that. Er, your people can go swimming and drink their fill and so on. Okay, so I don't really know what's going on here. Look I've had a hard day and it's only 11.38am. Lay off me, all right?

Now with any luck there could be a battle going on here. Hmm. Doesn't really look like it, does it? Pity 'cos a fight would be the perfect picture to do a caption to. I could fill up this space with words if I had a picture like that!

SUPER SPORTS CHALLENGE

FROM - MICROIDS
FOR - AMIGA
PRICE - £25
AVAILABLE - MAY

Woah there, Microids! Isn't this connected with something called, spookily, *Super Sports Challenge* on the NES, reviewed in this very mag, on page 76? It's worthy of further investigation, that's for sure.

But I can't be bothered at the moment. Settle yourself into Grandfather's favourite smelly armchair and let me tell you of the very cosy world of *Super Sports Challenge* on the Amiga.

Once upon a time there was a hurdle called Hubert. It was dissatisfied with its life just sitting on a track and being knocked over by scrawny running folk. So it got together with its friends, Johnny Javelin, Sammy Shot Put, Harry High Jump, Peter Pole Jump, Larry Long Jump, Susie Swimming-Pool, Reg Relay, er Albert 100 metres and Morgan Freestyle.

They decided to run away. But the nasty step-mother saw them and... oh bloody hell. This is stupid. What must I have been thinking of to start this rubbish? I'm not very well at the moment. Sorry, I think I'll have to go home after I've finished this preview. (*Not before you've finished all the captions, though.* – Ed).

Anyway, there are ten events to have a go at, and the idea is that everything is viewed from an ultra-realistic sort of David Vine-o-vision.

Apparently even that isn't enough for Microids, as they have worked out how to "film" each event from several different angles, giving you the opportunity to watch it from, er, several different angles.

Add to this the immensely detailed data, gleaned from a plethora of international athletics associations, and you could be looking at a stormer.

Right. If you'll just excuse me, I'm going home now. I think I may have a bit of a temperature. ■

Half-way through the moving-yourself-by-thought-power-alone event, it's still neck and neck and so on.

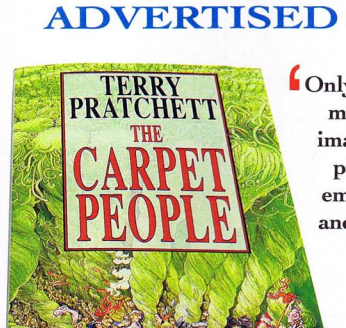
Look, it's some people jumping hurdles in a computer game, okay? I'm too unwell to think of a proper caption. I really should have gone home about an hour ago.

Some swimming. I think I've got a temperature, now. This could be serious. I might not be in for the rest of the week. I mean it could be infectious and everything...

WHAT IN THE NAME OF THE GREAT BLUE HEDGEHOG IS GOING ON?!

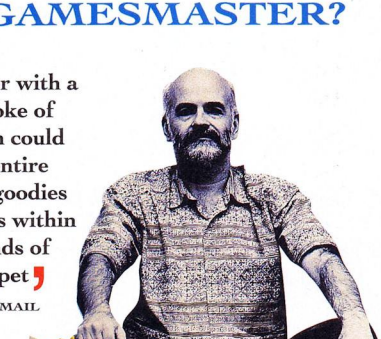
A BOOK!

ADVERTISED IN GAMESMASTER?



"Only a writer with a masterstroke of imagination could place an entire empire of goodies and baddies within the fronds of a carpet"

DAILY MAIL



Well, we thought it was time to give your button-bashing, joystick-fatigued fingers a little holiday while you sit down and read the most amazing, cosmic, funny book since the last time you read a Pratchett! And if you haven't read him yet you'd better unplug that games cartridge and find out what you've been missing all these years.

Bung a dust sheet over your console, fling your feet up and prepare to be totally

PRATCHETTED!

It's out now in Corgi paperback!

JACK NICKLAUS' POWER CHALLENGE GOLF

FROM - ACCOLADE
FOR - MEGA DRIVE

PRICE - £39.99
AVAILABLE - APRIL/MAY

So, do we really need another Mega Drive golf sim? Surely, Accolade must feel that ol' Jack – with slightly superior graphics and a more "simmy" feel – can easily take on the might of EA's classic *PGA Tour Golf* games. I mean, they wouldn't have bothered otherwise, would they?

This one is actually a conversion from an old PC game and first impressions tend to indicate an entirely different golfing experience. The digitised character graphics and simple control method are nothing particularly new, but, for the more "serious" golfer, the game also features stats galore. There's a club membership facility, (saved by battery back-up), a superb practice mode and the option to customise the computer opponents to suit your own (hopefully developing) skills.

We played an unfinished version which, admittedly, seemed a little slow and awkward – when compared to the likes of *PGA Tour Golf 2*. But, apparently, things are being tightened up and tweaked as you read this, making way for some of those oh-so relaxing, but suitably gregarious multi-player games. It is, as they say, looking good and – get ready for that stock end-of-preview phrase... we should have a full review for you next month. ■

"Hi. Jack Nicklaus here. Allow me, now, to take you through the rules and history of this great game..."

Golf is an outdoor game in which a rubber-cored ball is hit with a wooden or iron-faced club.

The object is to sink the ball into a series of holes using the least number of strokes.

Natural hazards such as bushes, streams and trees make play more difficult. There are numerous...

...artificial hazards in the form of bunkers. Golf was played as early as the 15th century. In Scotland.

DPA

The last *real* pop band...

DEFINITELY MAYBE

WRITTEN AND DIRECTED BY

saidflorence

PROTECT US FROM WHAT WE WANT

debut single released 19th April

7" · 4 track 12" and CD

To be this good takes saidflorence

658910 7 · 6 · 2

Euphoria saw fit to include this little factory screen – in which you can fit and manipulate your weapons. It's great. It provides a bit of a breather from the non-stop, hectic shoot-em-up action, too.

Hello. I'd just like to say that I really didn't like that caption over there. Look, I don't want to bitch or anything, but it was simply too literal, not witty and, frankly, smacked of laziness. I could have done much better.

DISPOSABLE HERO

FROM - EUPHORIA
FOR - AMIGA

PRICE - £25.99
AVAILABLE - MAY

Wow. A game based on ex-Beatnik Michael Franti's new band – The Disposable Heroes Of Hiphoprisy. Purveyors of finest political pop/rap with a more accessible, less hardcore-separatist stance than, say, Public Enemy or the likes of Ice Cube/T. The idea here is to compose a liberal-baiting, but dancefloor-friendly single or two, and release a critically acclaimed album before being dumped by the critics and passed off as yesterday's heroes, today's has-beens. Mucho retro, and all that.

Actually – did you spot the humour? I've been joking! I've been having you on! (*You really had better get on with this preview.* Ed).

Disposable Hero is *not* a strategy game which has been based around the crazy world of radical, pro-black rap music. It's a shoot-em-up. And it's a ruddy good one at that. An ultra-violent, laser-spitting, fire-breathing, alien-toasting, blood-spewing, skull-shattering blast-em-up.

Phew. Well, on the face of it, it's all pretty standard horizontal-scrolling stuff. Fly from left to right, shoot absolutely everything that appears even vaguely threatening, crash rather too often and stock up your weapons in preparation for those inevitable end-of-level bosses.

There's a professional sheen on the game though – the ultra-smooth graphics, the well-gauged difficulty level, the superb soundtrack, the gloriously visceral later levels – that pushes its head (and, possibly, its shoulders) above all the other Amiga shooters (even stuff like *SWIV*).

The game has a very consoley feel, so don't be surprised to see it appearing on the SNES/Mega Drive soon – should new Dutch company Euphoria achieve a suitable degree of success with the Amiga version.

We'll be hacking our own distinctive way into *Disposable Hero* in full – next month. ■

Well, I thought it was okay, actually. Concise, well-delivered and , most importantly, informative.

Oh dear. No, no, no. Now that was, admittedly, a brave attempt. But – resorting to the "you're history" motif is extremely passé. *Very* '91.

Oh, right. Ahem... The second end-of-level boss. He may look fairly innocuous, but – one hit from that laser – and you're history, pal.

(*Excuse me – sorry to butt in here. But could you two please stop bickering and get on with the captions. I really mean it this time.* – Ed).

Okay, okay. So my captions are a little below par, today. I haven't been very well, lately. There's also been a few problems at home... and... er...

Hello. It's the Ed here, again. Now, whoever is responsible for these captions is, in every sense of the word, dismissed. Immediately. Now.

RIGHT, TARSKIMAN – ON THE SPECTRUM, HE WAS A DISPOSABLE HERO. WELL, MORE OF A DISPOSAL HERO – IF YOU WILL. HA HA HA. I APOLOGISE.

Top popsters, East 17 – from out of the charts and everything. "Blimey, it's one of them computer game things. How do you work it, Brian?" "Er, dunno, Tone. Press that button. Quick!" "It's not working." "Ha ha. You've broken it!" etc, etc.

CHALLENGE

EAST 17 AND SAID FLORENCE

This is awesome. I'm in the same room as the group that sang the immortal lines "I wanna toss. I wanna tumble/I wanna do it 'till my belly rumbles" and the classic "I'll butter the toast if you lick the knife". These men are Gods.

Actually these staggering young men (between 18 and 22) are East 17; the cockerner rap/pop group which have been described as Britain's Boyz 2 Men and Take That with attitude – and if they haven't they should have been.

With three hit singles House of Love, Gold and the truly wonderful and oh-so-sexy Deep, plus a hit album, Walthamstow, the guys are now full-time, professional, genuine pop stars. Their rise to what one could probably get away with describing as fame has been pretty darn rapid.

They all went to the same school in East London and, after they left, Tony began sending off demos to various music biz notables. Luckily, one particular noteworthy notable, Tom Watkins (ex-manager of Bros) liked what he heard and booked some studio time. Anthony went in with three friends, Terry, Brian and John and recorded three tracks, two of which were House of Love and Deep.

Not surprisingly, major record labels were interested with London Records winning out. East 17 signed on the dotted 18 months ago, for what Tony admits was "a huge amount" and they shot, to the toppermost of the poppermost.

House of Love was the first single and it went to number 10. It was slightly less great when the second single, Gold, came out it was, er, oooh, how can you put this politely... "It was a flop," offers a helpful Tony.

"There were a load of strong new entries in the charts when it came out and also the record company wouldn't leave it as the version we wanted to put out. They were saying, "Trust us, we know what we're doing," but perhaps they didn't.

Lessons learnt, the version of Deep that went out was the one East 17 wanted and it duly shot to number 5.

"That was John's fault," explains Tony, he bought 20,000 copies".

"They're all at home, in me back garden now," John confirms. "I'm thinking of making a patio out of them. " Gosh, these pop stars, you just don't know what they're going to say next."

Joking aside, Walthamstow grabbing the number one spot is the lads' proudest achievement. Tony has had a plaque made out of the week's chart which is on his wall at home.

Brian remembers how it felt at the time. "There are albums out there by

Said Florence attempt to get to grips with the Mega Drive. "Right. Where's the bloody MIDI port? Incidentally, our new single's out."

THE CHALLENGE

The challenge is a straightforward head-to-head on *Streets of Rage 2*. Contests consist of five separate best-of-three legs. The first one to three, obviously enough maths fans, is the winner.

The idea is for the two East 17 nominees to fight each other for the right to face the winner of a fight between the two Said Florence contenders, the two champs meeting in the final for the ultimate battle of the bands.

TONY (E17) VS TERRY (E17)

Tony: "Well, obviously I'm a bit tasty with the old joypad. Know what I mean? Ha ha ha."

All those weapons lying around the place, and they fight with their bare fists. How stupid.

Terry: "Pah! I'm better than Tony – any bloody day. Erm, has anyone seen my razor?"

Both opt to be Axel and both go hell for leather in the first fight. This is an out and out slugfest and Terry is left standing. Fight two produces the same result. First leg to Terry.

In the second leg and Tony is showing signs of fighting back, but loses the fight of the second leg. Tony battles hard in the second fight and notches his first victory.

Terry is on form in the third fight and clinches the second leg by two fights to one. Terry opts for a change and picks Blaze. He uses the piping and clocks Axel on the bonce. Tony also grabs the piping. He takes the leg through brute force, two fights to one.

The fourth leg follows a similar pattern to the third. Tony takes the first fight but sees him off in the second. Tony, determined no to be beaten, clinches the third fight and the fourth leg. The fifth, deciding leg arrives and Terry reverts to Axel, but Tony takes the lead for the first time.

In the second fight, Tony knocks seven shades out of the hapless Terry. Victory is secured, three legs to one.

people like Michael Jackson and Simply Red and to be placed higher than them is great, but it does make you think Christ, it's only us."

The album confirmed their right to have the words 'pop stars' written in the occupation slot on their passports and a life of clubbing with Take That and dating the Minogue sisters is now for the taking.

They are talking about doing a cover version as a single in the not too distant future and work starts on the new album soon. Results should be in the shops by Christmas.

The foursome's interest in games, according to Tony, goes back to "bunking off school and going down the arcades."

They have Game Gears that they try and keep with them at all times and John has a Super Nintendo which he "used to have time to play."

Their games-playing credentials were threatened through an appearance on GamesMaster and a challenge on *Super Probotector*. They didn't quite complete the challenge, but Terry emerged as a bit of a star, saving the group from total humiliation. He modestly remembers it as "a fluke".

Their other main memories of the day on the rig are that "it was cold, really bloody cold". Then, when they're reminded just who they're jolly well talking to, Brian decides it would be a smart move to talk it up a bit: "It was excellent, the best day of my life, honestly, Dominik's a top geezer and I've never enjoyed myself so much. I thought Christmas was good until I went on GamesMaster." Much more like it.

Anyway, they can't have been too disheartened by the cold and the defeat because they've decided to take another challenge. This time their opponents are Said Florence. Who? you ask. Well, luckily, so did I. Said Florence are a new Scottish band whose first single, Definitely Maybe, is out this week.

Singer/songwriter Kit makes no bones about the fact that what he's aiming for is a pure pop sound. He says that he's tired of bands playing "the credibility game" and just wants to concentrate on memorable tunes, entertaining videos and stuff the trendy T-shirt brigade.

"We look back to the early 80s as the last golden age of pop when bands like Adam and the Ants were at their height. People say that the Ants were best in the late 70s with the punky Dirk Wears White Sox stuff. We think they were the best with Kings of the Wild Frontier and things like that." (For those of you not old enough to remember things like old pop stars and Labour governments. Adam and the Ants were bloody ginormous between 81 and 84. They made a stack of great pop singles and videos that might have made even today's ersatz version of Top of the Pops watchable. They were, in short, Pop Stars).

Kit is a real pop nut and could discuss Haircut One Hundred (for history see previous paragraph and add chunky sweaters) B-sides all day. He's more than happy to admit, however, that the two game players in Said Florence are keyboard player Kev and Des the drummer.

East 17's top two joypad pounders are Tony and Terry. So, with the sides chosen, let battle commence.

DES (SF) VS KEV (SF)

Des: "Right. Come on, then! I'll 'ave you now. Oh, bugger. I can't see the ruddy screen."

"Look, just give me the pipe. Put it down. You don't want to hurt anybody. Ow! Ooh!"

Kev: "I'm the champion of the psychological approach. I eat the opponent's joypad!"

Meanwhile Des and Kev from Said Florence, having seen the gruelling contest from close quarters, decide that perhaps it might be a little less taxing if they have a best of three legs contest.

Kev, despite what he saw in the East 17 play-off, goes for Blaze, while Des opts for a new character, Skate.

The opening bout is very tight, with the quicksilver Skate being particularly impressive. He takes the first fight, but only just.

There's much more use of the pipe in this contest. Both players have decided that clunks on the head are the key to success and Kev proves the point rather forcefully when his Blaze finishes off Skate with a mighty blow in the second encounter.

He picks up where he left off in the third fight, wielding the pipe like a maniac and securing the first leg.

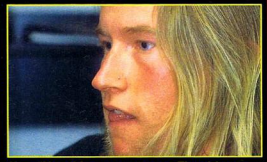
A pattern is emerging now; Skate be nimble, Skate be quick, but there's sod all you can do against a bloody big stick.

Skate takes one fight, but Kev and Blaze take two to win this shortened contest by two legs to nil.

TONY (E17) VS KEV (SF)

Tony: "I was robbed, guv. It wasn't fair. I've got a bad knee – and a bit of a cold."

Mid-fight, Blaze experiences a bizarre astral projection. Quick! Write to Arthur C. Clarke.



Kev: "Ye-es! I am your master. The ultimate gamesplayer. Erm, buy our single. Now!"

So, to the final – the best of five legs. For the first fight both opt for the foxy Blaze.

Kev's by now almost legendary use of the piping prevails and he takes first blood. In fact, he takes second blood as well with a truly vicious victory. Tony seems to be playing in a higher division than he's used to and trails by one leg to nothing.

In the second leg, he changes to his favourite, Axel, and uses the piping, his fists and his feet to devastating effect. Kev tries to appeal to Tony's better nature, but discovers he doesn't have one. Tony gets mad and gets even, one leg each.

In the third leg they both stick with their chosen combatants and commence with a bit of ballet dancing. They both fly through the air and just miss each other. Pretty soon, we have contact between Axel's head and a piece of piping. He never really recovers and loses the first fight. He fights back well, with a flurry of punches to take the second bout. Kev returns to the piping on the head routine to snatch the third fight and make it two legs to one.

In the fourth leg it's very cat and mouse Tony picks up the piping and batters Kev to defeat. Kev is sparked into life and takes the next making it one fight all.

It's back to the cagey stuff now as only a few punches land. Then Tony goes for the pipe again, but this time Kev's ready for him and as Axel stoops, Blaze kicks him to the floor and claims ultimate victory.

Kev and Said Florence beat Tony of East 17 – whose run of bad luck in the games arena continues. It's handshakes all round at the end but you can't help feeling sorry for East 17. They lost narrowly and now they've got to go and meet the deeply frightening Jimmy Saville while pretending to enjoy having some precocious brat ruin one of their numbers. It really is a hard life.

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REVIEWS

Okay, so you've heard it all before. Our reviews are the best, blah blah. Our reviews show you details you won't get anywhere else, drone drone. There's only one way to be sure if a mag is giving you the reviews coverage you need. Just read it. Compare the marks with your own feelings and see which mag is most in tune with you. Simple.

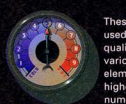
Each monitor contains different information. Monitor one contains info on the machine the game is for, the publisher, the date available, the memory size and not forgetting the price. Monitor two will furnish you with gen on the in-game options, the number of levels, the difficulty, number of players and whether there's a save game feature.

Between them, the monitors give you all the vital data you need.

I completely disagree! Well, I don't in this case, but sometimes I might. Whenever you see this shape, you'll know that someone like me has got something to say about the game. In fact, these will crop up rather a lot, since we're such an opinionated bunch.

GREETINGS!

And welcome to my own particular area of the reviews, the GamesMaster Tip. Here I shall give information to help you through the first tricky stage of each game, so you won't be completely stuck if you grind to a halt before the next issue with the proper tips appears. The tips dispensed here should also give an indication of how the game works, and should help you decide if it's the sort of title you'll enjoy. Tremendous.



These dials are used to rate the quality of the various game elements. The higher the number, the better the element. There's also a sort of "heat" motif, which we rather like.

THE REVIEWERS

ANNOYING HABITS. WE'VE ALL GOT THEM. THIS MONTH, REVIEWS INTRO TAKES A CLOSE LOOK AT OUR GENERALLY GLAMOROUS AND INTELLIGENT GAMES GEEZERS' LESS APPEALING QUIRKS. HMMMM...

JIM DOUGLAS
Jim has wrestled the crown of Most Annoying Game Spectator from previous champ Andy Lows. "Hur-hur!" he goes as a player tumbles from a ledge. "You should have jumped a bit later," he helpfully adds. Git.

JAMES LEACH
Only one particularly annoying habit from Leach. On the rare occasions he wins a round at *Streetfighter*, he insists on copying the noise that his character makes. Especially annoying is his Blanka impersersonation.

ANDY LOWE
High Priest of Broadcast (Future electronic mail thing) Andy has caused many a car-park fracas by pretending to be someone else and sending antagonistic messages to innocent people on other mags.

LES ELLIS
Generally rock-hard rockmeister Les has a marginally aggravating fondness for playing games other than *SF2* on our office SNES when other members of the team are in desperate need of a fix.

ADRIAN PRICE
"Our" Ade mumbles through Andrew Dice Clay routines like a record with a scratch, but even more unpleasant is his insistance to talk like Hudson out of *Aliens* whenever he plays a shoot-em-up.

STEVE JARRATT
Steve (who lives with Jim) used to work in a nuclear research centre or something, which explains a lot of things, not least his obsession with meticulously spotless washing up. V. tiresome to a slob like JD.

NEIL WEST
Neil is a completely top fella with only one vice. Whenever he holds, erm, a candy cigarette, he uses his middle and fourth finger, which makes him look extremely suspicious. A small point, admittedly.

A NEW MAN
This was the space previously occupied by Andy Smith, who has now gone away. Next month, you'll meet our new reviewer. In the mean time, that Andy Smith, eh? He had plenty of annoying habits. None fit for print.

MARK RAMSHAW
Mark insists on standing in a particularly strange indie-band pose (feet together, arms oustretched) whenever he's pictured in Sega Power. Otherwise an entirely sound fellow.

MATT BIELBY
Largely bereft of personality defects, Matt has recently shaken his reputation for saying "Oh nooooo, you barst!" whenever a) something bad happens, b) something good happens, or c) nothing happens.

ANDY DYER
Andy doesn't do anything annoying so far as we can tell (*Although he is a bit messy.* – Neil). But he can do a completely great trick where he eats a whole kebab in one mouthful. And he looks great when he does it.

REVIEWED THIS ISSUE

ALFRED CHICKEN	Game Boy	82
BATMAN RETURNS	Super NES	50
BATTLE TOADS	Mega Drive	68
BODY BLOWS	Amiga	64
CLUE	Mega Drive	75
COOL SPOT	Mega Drive	60
COSMO GANG	Super NES	82
DESERT STRIKE	Amiga	70
EMPIRE STRIKES BACK	Game Boy	81
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LOST VIKINGS	Super NES	54
RAGNAROK	Amiga	83
ROBOCOD	Super NES	53
TINY TOONS	Mega Drive	77
WARP SPEED	Super NES	73
WORLD CLASS RUGBY	Super NES	80

Flicker, shudder and slowing we can do without. Parallax, smoothness and variety we like. Clear? It's got to be.

Where would Mario be without his spa*doing*? Where would Sonic be without his fer*whizz*? Nowhere, that's where. So we demand catchy tunes, scene-setting interludes and punchy effects.

We want to see games with instinctive, responsive controls that reward and challenge the player's increasing skill. Games need to make a variety of demands of the player – requiring a fast firing finger is not enough.

Call us greedy, but as well as glorious graphics, super sounds and peachy playability we demand that games actually keep you entertained for a considerable amount of time.

The above factors taken and shaken, analysed and adapted. The bottom line – is it worth buying or not?

Scores, doors etc...
Alright, so you know 0% is rubbish and 100% is tops, but what about the stuff in between?

Above 90%	Essential, even if you have to buy the system.
90%-81%	Great, and well worth the dosh.
80%-71%	Smart, impressive and entertaining.
70%-61%	Not bad, but there's better out there if you look.
60%-51%	A few good points but...
50%-41%	Below average – lots of niggles.
40%-31%	Poor.
Below 30%	Wretched and to be avoided at all costs.

BATMAN RETURNS

OK. There's an umbrella, a tied-up girl covered in saliva and a few flappy fishes on the ground. Guess which baddie has recently been here.

Batman most certainly does return in this game. Yes indeedy, you can state that he is most definitely there. And it's a jolly good thing too, because everybody knows that the Caped Crusader is pretty rock hard. So it's great that he's decided to return, and let me say on behalf of all the team that he's very welcome in this mag.

Now, there have been a lot of Batman games. Last month we even reviewed *Revenge of the Joker* on the Mega Drive (not especially good). But here we're talking about something a bit different. We're talking about a game in which you can really smash people about, as well as driving very quickly while still continuing to be absolutely nails. And we at GamesMaster like things like that...

So what's it all about, then? Well it's obviously a licence of the film. The Penguin appears quite a bit, as does Catwoman. And of course about five million extras, all of whom you have to kill using your special bat-hurting-people powers.

Okay, I'll admit that it's a sort of platform game with other scrolly driving-type stuff thrown in on occasional levels. But don't lose interest, slam shut this magazine and hurl it at the tropical fish tank. *Batman Returns* is pretty good. The fightingy bits are carried off with great style and there are loads of moves you can do, such as throwing your foes through the windows, bashing their heads together, nutting them, strangling them and lobbing batarangs at them.

The enemy primarily take the form of those circus people from the film. Each has an energy level, and they obviously decrease from their

This clown poses little problem for Batman. A quick punch to the throat should see him lying in a pool of his own juices, unable to speak.

In a move reminiscent of playground frolics, Batman smashes two heads together. Then tells them to see Mr Casalingua for detention.

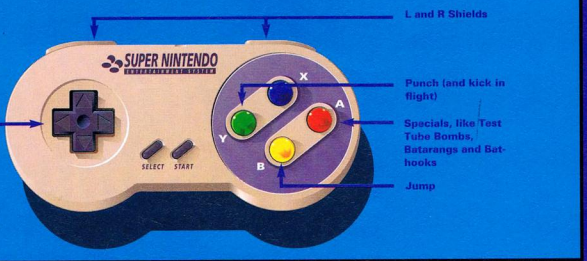
The bikers are so bloody annoying that you're tempted to get out and nuke the entire planet from orbit. But this is Batman, not Aliens.

HOW TO AVOID GETTING YOUR BAT KICKED

There are quite a few moves you can do with your batty fellow. It's important to keep varying your approach when you're in the middle of a fight, especially with someone as nasty as the Catwoman. The most useful button is the punch. It occasionally incorporates a kick if Batman is feeling particularly energetic, but mostly it whacks the opponents' heads in.

Move our batty friend around

There are also combinations which will let Batman swirl his cape around, knocking people flat, dive all over the place and even do a weird little skipping thing, for some odd reason.



TELL US IN WHICH FILM THE ACTOR WHO PLAYED MAN SHRECK SAYS "YOU KNOW HOW I LOVE MONEY" AND WIN THE BATMAN RETURNS CART.

FOR - SNES
FROM - KONAMI
AVAILABLE - JUNE
PRICE - £50
MEMORY - 16 MBITS
STOP ■

"Now think carefully about this, guys. I've got a car covered in Kevlar, plutonium and machine guns, and you lot have got 50cc Honda training bikes. You won't even scratch my paint."

Freud postulated that Batman was essentially a regression to pre-civilisation values, with the sociological (*Liar. Batman wasn't out then.* Ed).

meagre starting amount rapidly until they die. There are fat clowns, thin clowns, biking clowns, very tall clowns and even blokes who don't look like clowns but who carry flaming torches around in a clownish sort of way.

And you've got to kill them all. On they come in a steady stream, and the idea is simply to beat them all up until the screen is clear and you are allowed to proceed a few yards before the next round of thumping. It's like dozens of fighting games before it.

Occasionally you'll meet the Penguin, the Catwoman or some other tough guy whose energy will seem to be unaffected by your punching and kicking behaviour, but who will eventually be ground down until he, too, is a flashing body lying on the floor.

But it's not all horizontal scrolling and fighting. No, there's a chunk of 3D driving here as well. Level five sees you barreling along a very quick freeway heading towards Gotham. Loads of those annoying biker clown dwarf folk come whizzing past, and you must blow them away by using the cannon mounted on the front of the Batmobile.

If you kill enough riders, a van drives past at about 350 mph. This is the Oswald Cobblepot Mayoral Campaign van, and you've got to blow it up as well. Only it's really tough, as you'd sort of expect.

Despite the format of *Batman Returns* being the same as millions of other games, it's actually good fun. The whole thing is crafted nicely, and it's certainly of marvellous quality. If you're after a dark fantasy game which goes pretty far towards capturing the atmosphere of the film, you've got it.

OK. Hold on a sec. We've got atmosphere, we've got nice graphics and we've got the music of the film. Should the game be given 99 per cent? No, because I think that it's taking an old, tired format and taken it as far as it can go. So it's a good game, but it's not an original game. So not in the 90s, percentage wise. But not far off. **JAMES LEACH** ■

Control ol' Batty and offer a good fisting and head-thwacking to the baddies. Get to meet Catwoman. Get to kick Catwoman's head in. Jump. Drive – occasionally. Meet an end-of-level boss and sacrifice two or three lives duffing him up... and that really is that. I'm a little surprised that Konami have actually decided to handle this one – the Batman Returns movie (whatever you think of it) is hardly ultra-topical, is it?

It really is standard platform/beat-em-up fare with a rather ordinary and slightly sticky-out driving section bolted on for cosmetic effect. Such a curious and unique film must surely deserve something a little more original and compelling. Not quite the dire, default movie licence of the likes of *Lethal Weapon* – but pretty passive and forgettable all the same.

ANDY LOWE ■

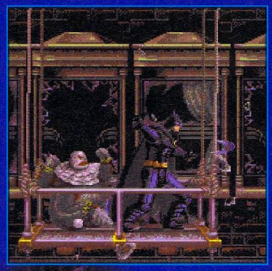
GAMES MASTER TIP

GREETINGS! Whenever you fight Catwoman, the Penguin or anyone tougher than average, use your shields all the time. So many people don't, and it really, really annoys me more than I can say.

It would be good if this guy's name was Matthew Up. Because then you could say "Here's a picture of Batman throwing up!"

Michelle seems to be having a bit of a dance in this shot. That's really all I can say about it. Except that it's really a fight, in fact.

A hostage situation. Time for Batman to do some more punching and kicking, a bit like the rest of the game, in fact. Oh gosh. Sorry.



(Above) ***Swallows at sunset.*** Painted in 1798, this encapsulates Turner's view of someone swallowing during dusk. (Left) ***Kitten playing.*** The most famous of Van Houten's work, this (snip!).

Look! Cliff Richard, Melvyn Hayes, Richard O'Sullivan (out of Robin's Nest) and Una Stubbs in that bloody Summer Holiday bus. Destroy it with the special anti-60s-cheerful-film BatNuclear weapon thing immediately!

Nope, don't like it. Don't get me wrong, it's okay, but it's just nothing special. At first it seems a real laugh, throwing people against walls and banging heads together, but, with the exception of the car level, that is all you do. There aren't enough moves for this to be a dedicated beat-em-up, and there isn't enough variety in the levels for it to be anything else. It's stuck in limbo. *Batman Returns* is desperately trying to be an all-round type of game, but as it stands it is just a very average beat-em-up.

LES ELLIS

OPTIONS - EXTRA LIVES
LEVELS - 7
DIFFICULTY -3 SETTINGS
PLAYERS - 1
SAVE GAME - NO
END

BATMAN RETURNS
GAME START
OPTIONS

GRAPHICS
These are great. They're big and detailed. You'll enjoy watching them. They're certainly, ahem, some kind of wonderful.

SOUNDS
You know that bit in the film that goes "duh dur dur dur, duuur duh"? Well it's in here, and it sounds great.

PLAYABILITY
There are loads of moves, and each fight is different, well for a while, anyway. It's tricky, but it's fun.

LASTABILITY
It's great to look at, lovely to hear and nice to play, but very linear. If you want a new game concept, don't bother with this one.

OVERALL

Imagine the best walk-along beat-em-up you can, and you're probably thinking of something like this. It's polished, it's smart and it's enjoyable. But it's not a new idea and if you're after games that push the barriers of originality, you won't be interested in this one. It's a Bentley, not a Lamborghini Diablo. (*No, it's a game, actually.* Ed).

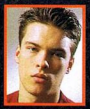
JAMES

JUDGEMENT 85%

APPARENTLY DURING THE MAKING OF THE FILM, DANNY DE VITO GOT SO INTO IT THAT HE SCARED SOME FOLK OFF CAMERA OCCASIONALLY.

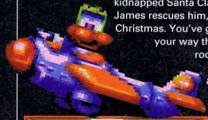
SUPER JAMES POND

FOR - SNES
FROM - OCEAN
AVAILABLE - MAY
PRICE - £44.99
MEMORY - 8MBIT
END ■



James Pond, the superhero/fish has become something of a cult figure having appeared on both the Mega Drive and the Amiga. The game was then called *Robocod* and came from EA. Without getting into any corporate hoo-har, this comes from Ocean, has been tweaked slightly and now goes under the name of *Super James Pond*.

Because James is such a hard fish (his exoskeleton lets him breath air and stretch his torso to amazing lengths), his adventures tend to be a little on the outrageous side and this one is no exception. His archenemy, Dr Maybe, has kidnapped Santa Claus and unless James rescues him, there'll be no Christmas. You've got to work your way through about 80 rooms of platform/puzzle action – rescuing penguins on the way. Once you've rescued all the penguins, find the exit and then move on to the next level.



Super James Pond appears simple but it has some hidden depths. The concept and basic gameplay is straightforward enough, but the vast array of secret passages and bonuses to be found makes it a search and not just a straight forward platform game.

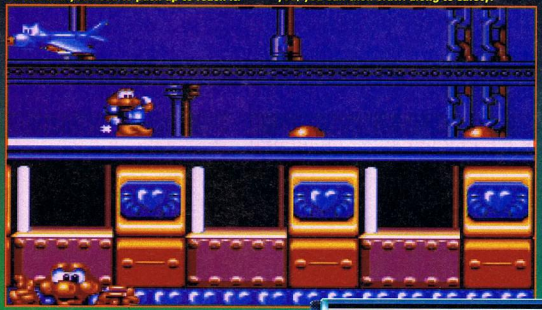
It's not all good news though. As it is a conversion of an ageing Amiga/Mega Drive game, some drastic and much needed changes should have been made, but weren't. The game is big, but the levels are all fairly similar and the gameplay is a bit repetitive too. The graphics have been slightly improved from the Mega Drive version and even though there are some nice floating backgrounds, the game lacks any graphic punch. The sound is okay (again just a simple reworking of the Mega Drive game) but the whole thing smacks of a straight port over. Which is a real shame because this should have been a contender for a high score.

ADRIAN PRICE ■

To enter a door you simply walk in front of it, if you don't want to enter a door, jump over it.

Jump into this cannon and our Jim shoots up into the air. The exit is right up the top of the screen and you need to push up to reach it.

If there's no way out of a level, try extending your body and grabbing onto something above you, you can then crawl along to safety.



The fast-moving train section – keep on you toes here because if you get trapped when the screen scrolls to the end you'll die horribly. Squished fish anyone?

GRAPHICS
Very pretty, colourful and nice to look at, although they're not exactly using the SNES to the full.

SOUNDS
Again, nice and sweet tunes to fit with the platform action, but they're just SNES versions of the Mega Drive tunes.

PLAYABILITY
Initially very good, but after 10 or so levels you'll begin to wonder if this is all there is to it – and you'd be right.

LASTABILITY
If you get turned on by repetitive platform games you'll stay with this to the end.

OVERALL

Nice to look at, nice to listen to and nice to play (for a while anyway). The game gets very samey and whoever thought of the infinite continues thing really needs his head seeing too. You'll finish this one no problem.

ADRIAN ■

JUDGEMENT 56%

FOR - SNES
FROM - INTERPLAY
AVAILABLE - APRIL
PRICE - £44.99
MEMORY - 8MBITS
STOP ■

"Okay, guys. Here we go. Baleog, you take the alien slime down there. I'll take out the guy with one eye. Olaf, you go down to the shop. I'll have a packet of Roysters and a can of Coke, please."

Caption needed here please. Caption needed here... Ha! Fooled you. Here, Erik helpfully shows us around Level Four. Note how he meets a bizarre green alien and stands his ground in a distinctly rock hard manner indeed. (Look that's *enough* "rock hard". Ed).

Have you seen Erik The Viking? Oh, it's great. Honestly. It's got John Cleese and Tim Robbins in it. Oh, and Michael Palin. Probably. Anyway, there's this great bit where Erik (who's a caring, sensitive sort – not a bit like a proper Viking, you see, ho ho!) is about to attack the female occupant of a house previously ransacked by his rather more Viking-like friends... and he's apprehensive about it... he has ethical difficulties with following the more – ahem – traditional Viking methods. A New Man Viking!

The three Nordic marauders here are much more in the traditional Viking vein, displaying all those reassuringly familiar characteristics – sloth, avarice, amorality, belligerence, gross obesity, beards, red noses, and other general examples of Viking debauchery. They lead pleasant enough home lives – this is demonstrated in the intro sequence, in which we see the Vikings kissing their wives and kiddies goodbye, before indulging in a spot of mutually supportive hunting, taking care to

THE LOST VIKINGS

GAMES MASTER TIP

Greetings! A guide in which some of the skilful game tactics will become clear.

1 First, leave the other two at the start and send Erik over to the left, jumping the gap.

2 Then, scuttle on down this ladder – taking great care not to fall off.

3 Run to the right and then jump over rotating spikes.

4 Jump again and swipe the key. Hide in the far right corner to avoid the gunfire.

5 Leap off the lift and hit the red switch to kill the force field.

6 Now, guide Baleog and Fat Beardy Boy to the lift then bring 'em down.

7 Move Olaf up to the green alien thingy. Stand next to him and then block his fire.

8 Now bring up Baleog, stand him next to Olaf and shoot the alien.

IF YOU'RE HAVING DIFFICULTIES WITH THE GAME AND WANT TO SEE ONE OR TWO OF THE LATER LEVELS, TRY THESE PASSWORDS... ZWTD G24C B5UUS, MAL7 1Z1L ERBBB.

"Ooh bugger. I've overbalanced. You know that feeling you get when you lean back on a chair and you lean just too far and almost fall – but just at the last second, you catch yourself. I feel like that all the time." (I think you'll find that's a Steven Wright joke. James).
"Get a shave, you beardy git." "Sod off, you sludgey piece of green slobber." "Get stuffed, you nobby ponce in a helmet." "Go away and die, you one-eyed pile of Playdoh." (That's enough insults, you ponce. – Ed.)

show off their individual talents.

Later, they're casually abducted by a spaceship populated by aliens keen to study and experiment on "unusual life forms". Naturally, they're anxious to get back to relative domestic bliss – and so they decide to pool their skills and work as a team in order to get away from the unfriendly futurism of the alien craft... and it all goes horribly – but humorously – wrong.

The gist of the game involves guiding the Valhalla-dodgers through a series of treacherous levels featuring differing hazards and overall geography. It's part puzzler, part platformer – with a dash of Lemmings-esque foresight and planning sprinkled conservatively into the mix. Aside from their talents in the raw meat-eating and peasant-pillaging departments, our intrepid Scandinavian Superheroes – Erik, Olaf and Baleog – each have exclusive characteristics (Erik can jump, Baleog's a rollicking geezer with a sword and bow, Olaf's a bit of a rotund, quaffing type who can shield the others from harm).

As a guiding-semi-neanderthal-gentlemen-around-multi-scrolling-playing-areas-em-up, it's basically all that *Humans* should have been and much more. *The Lost Vikings* offers speed, playability, a bit of thinking – and a hilarious two-player option, in which you may well find yourself beating your mate over the head, as he contrives to swap character in the middle of a frantic battle with a bizarre blue dinosaur. In fact, it's so good, so well designed, so well crafted, and just so well presented, that you really must buy it as quickly as possible. Challenging, comical and terrific fun. **ANDY LOWE** ■

YOU HAVE BEEN WATCHING...

The three behelmetted stars of the game – Erik, Olaf and The Other One – have some astonishing physical talents and personal habits. Erik jumps, runs and, er, appears to scratch his genitals. Olaf sticks his shield out in front of him, uses it to float with and, um, picks his nose. Baleog fires arrows everywhere, grunts a lot and poses.

ERIK

OLAF

BALEOG

Now here's a tricky little bit... Stand on the edge of the platform and fire an arrow to the right. This will dislodge the rock and, er, help you to complete the bottom part of the level.

You can find out about all the little quirks and features of the characters and indeed the game simply by visiting these handy little Mario-like help stations.

9 Now, as Erik has the key, you can use him to unlock the door.

10 Now, take Olaf up first... Get 'em all through the teleport individually.

11 Have Olaf run to the central, neutral section underneath the boots.

12 Now, take control of Erik and bring him over to join, er, Baleog.

13 Jump on Olaf's shield and pick up the magic boots. Following this so far?

14 Run to the right (jumping the baddies) and switch off the gravity field.

15 Shield Baleog with Olaf and have him shoot all the baddies.

16 Now, everyone pile into the Time Warp... and onto the next level.

17 The vikings now penetrate the very fabric of space-time itself... er, I think.

THE VIKINGS SETTLED IN EUROPE IN THE 8TH–11TH CENTURIES. TELL US WHAT THEY CALLED THEIR BOATS TO WIN ABSOLUTELY NOTHING AT ALL.

OPTIONS - N/A
LEVELS - 37
DIFFICULTY - N/A
PLAYERS - 1 OR 2
SAVE GAME - PASSWORD
END ■

NORDIC WARRIORS IN THE AREA

Here's a selection of the various areas and terrain you'll encounter in the game. You'll notice we've only included four examples. We would have shown you more, but we couldn't get past Level 16.

A puzzling conundrum for Baleog – "Is evil something you are, or something you do"?

Olaf floats into an Aero commercial. (*You're getting into dangerous territory, here.* Ed).

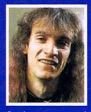
Olaf stands in a bubble. In an Aero commercial. (*Be very careful in the next caption.* Ed).

"I want my mummy!" wails Baleog. (*Right. I think you know where the door is.* Ed).

Rather unsurprisingly, I agree pretty much with what Andy says. *Lost Vikings* is an intriguing, depthy and thoroughly entertaining game, offering a completely new gaming experience for SNES owners. It is very similar to *Humans*, but where *Humans* occasionally frustrates, *Vikings* rewards. The only part of the game I'm not one hundred per cent happy with is the fact that if you get scrolled off the screen by a more assertive player, you're stuffed. While Andy reckons this is all part of the fun, I'm not entirely convinced. Aside from that, it's brill.

JIM DOUGLAS ■

We don't just review games here at GamesMaster... we find bugs in them, too. Look – Erik's trying to push a non-existent section of wall. There's nothing there, you see! Jesus.



Not since *Streetfighter 2* has a game been played quite so much in the GamesMaster office. The combination of arcade action and puzzles makes this game dangerously addictive. You can play it for hours on end and still not get bored with it. The inclusion of a two-player team mode adds even more depth to it. The graphics are great and more importantly the gameplay is spot on. *Lost Vikings* is a great game.

LES ELLIS ■

Erik The Swift, eh? Right, then... (Clears throat at great length). Erik the Git, more like. I do apologise.

GRAPHICS
Brilliantly designed characters with jocular and bizarre animation. The backdrops are clear and picturesque.

SOUNDS
Comes with a fair fab and groovy tune – and that's it. No spot effects or anything. Bit of a swizz, really.

PLAYABILITY
Loads of puzzles, jumps and rough bits. The two-player option makes for some fumbling co-operation techniques.

LASTABILITY
Even after all the levels have been conquered, the game will attract you back – particularly in two-player mode.

OVERALL

Intelligently designed and strikingly original. *The Lost Vikings* nabs some of the best ideas from all previous puzzlers and imports them over into a fun and refreshingly silly platform game. Luridly cartoony and gleefully addictive. Get it.

ANDY ■

JUDGEMENT 90%

VIKINGS ALSO ESTABLISHED THE FIRST RUSSIAN STATE AND SAILED TO IRELAND, ICELAND AND NORTH AMERICA. SEND IN AN AMUSINGLY NON-JUKING RELATED ANAGRAM OF "ROBIAN PRICE" AND WIN A CART.

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Question: Finish this name – Sonic the .....

Answer:
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B) Horse
C) Hedgehog

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Answer: A) America B) Japan C) Australia

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Question: How many games come in this Sega Game Gear?
Answer: A) 40 B) 4 C) 15

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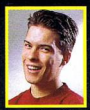
To complete level one, bring King Arthur over to pick up the gold.
Then fire arrows from about here to take out the guards in the other tower.

KING ART

This is the final boss in the top world. At the moment he's having a sheep butty.



King Arthur's World... back to the good old days of traditional values, and chopping your best mate's head off. Yep – we're in the court of King Arthur, the man who united all of England and was, as they say, hard as nails. He could pull swords out of stones, you know. Yes, King A was one tough hombre who got everything he wanted – except for the Holy Grail.

But let's get ourselves firmly rooted in the present again, where *King Arthur's World* is a puzzle game with a touch of *Lemmings*.

At the beginning of the game, there is a series of training sessions that you have to complete before you start the missions proper. A nice touch, and very useful too for brushing up on the gameplay skills. As in *Lemmings* you have different "occupations" under your control which you must use in order to complete each level.

King Arthur's World is, however, far from a basic rip-off of the *Lemmings* style. If anything it's an improvement. The neat twist is that your main man is King Arthur, and you have to get him to the loot at the end of the level. This is, however, easier said than done, because there are plenty of hazards vying to make light work of him. So with the aid of your archers, knights, soldiers and engineers, you have to make quick work of the enemy and progress to the next level.

At first sight the game looks a bit plain with the small graphics and the slow pace of play. This shouldn't put you off, as there are 23 massive levels, each of which will take you a fair while to complete. Many late 'knights' (*Didn't I sack you last ish?* – Ed) were spent trying to beat the evil goblins and even then I had to carry on the next day.

It is satisfying when you finish an especially hard level and go on to the next. This is where the password system comes into its own – just make sure you have a pen and paper handy.

There are a few things that have been incorporated into this game... the first being the ability to use the new Nintendo mouse. If you have the *Mario Paint* package or happen to own a mouse, you can use this instead of the joypad. The second innovation is the inclusion of the Dolby Surround System. This, for all you non-technical people, is a system whereby, if you have more than one speaker, you can hear certain sounds coming from the left speaker and others from the right.

Whichever way you look at it, *King Arthur's World* is a fun game to play. You'll need a spare afternoon or evening to play, though, because once you're hooked, that's it. **ADRIAN PRICE** ■

Drop a barrel here and the rest of your men will be able to pass safely.

This is a slow, contemplative p... oh. I have to be original, do I? But Andy's said it all so well. I mean, he's really pithy, isn't he? And he's got an earring. Anyway, it's a bit frustrating, is *King Arthur's World*. You have to be very precise and careful, and this slows up the game.

But to be fair, it's beautifully crafted and a joy to behold if you've got a spare weekend, possibly in the countryside or somewhere. Maybe on a yacht, if you've got electricity.

Yes. I've changed my mind. I like it. Forget the frustrating comment thing. It's really rather good, and anyone who says it's not is talking out of their bottom-hole. **JAMES LEACH** ■

GAMES MASTER TIP

GREETINGS!
On some of the later levels there are a lot of towers with enemy archers on top. Your ordinary archers won't be able to reach them. Call upon your engineers to build a catapult and hurl fire bombs at them. These will also burn down doors and kill some of the enemy troops for you.

ONE FOR THE CULTURE VULTURES. ACCORDING TO MEDIEVAL LEGEND KING ARTHUR WENT IN SEARCH OF THE HOLY GRAIL - THE PLATTER USED BY CHRIST AT THE LAST SUPPER AND BY JOSEPH OF ARIMATHEA TO CATCH HIS BLOOD. SO NOW YOU KNOW.

FOR - SNES
FROM - JALECO
AVAILABLE - MAY
PRICE - £44.99
MEMORY - 4MBITS
STOP ■

OPTIONS - N/A
LEVELS - 23
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - PASSWORD
END ■

The start of the first level – get your archers and fire them from about here.

KING ARTHUR'S WORLD

This is a slow, contemplative puzzler with plenty of smart and satisfying touches to the gameplay. Occasionally, though, it suffers from the *Humans* disease – it's fun for a while, but the speed of the action can be a severe test of patience which often threatens to ruin an otherwise superbly designed game.

Carefully and slowly guiding your knights across treacherous terrain, plodding them past aggressive archers and belligerent barbarians is all very jolly and wholesome – but you'll often get the urge just to send everyone over and get on with cleaving skulls and depriving the enemy of limbs. As with *Lemmings*, you'll need to spend an unhealthy amount of time with *King Arthur's World* – testing ideas, getting killed horribly – and, if you're quite happy to be so intimate with a game, then fine. But, if you're "on" for a bit of a quick blast or you're spoiling for a pixel-based barny – leave it alone. **ANDY LOWE** ■

This guy rolls along and spits out large balls of fire killing all your men. Send in the archers, Arf.

And here they are, knights as well. Aim for the mid-section and then go for the head, Frank. Sorry there I go again... just kill everything.

Hi ho, hi ho, it's off to work we... sorry that's the seven dwarfs, isn't it? Well, these guys are quite small and they are going to work so maybe it was applicable after all. Roof needs a bit of work though, mate.

GRAPHICS
Small, but well drawn. Background graphics are very medieval and suit the game. The underground caverns are great too.

SOUNDS
The baa-ing of sheep and the "fwah-ting" of arrows make you believe you're actually there. Well, sort of.

PLAYABILITY
All the addictiveness of *Lemmings*. Best played when you've got plenty time to spare.

LASTABILITY
With over 20 levels, this will take you a long time to complete. Even some of the early stages will take you an hour or so.

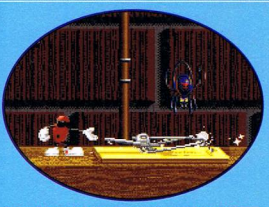
OVERALL

Basically a *Lemmings* clone with an Arthurian theme to it. The involved structure and the plots are great fun and add to the depth of the game. You'll be playing this one long into the night.
ADRIAN ■

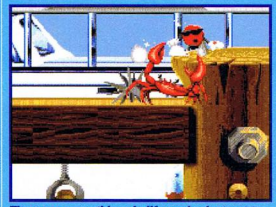
JUDGEMENT 88%

Hur hur. Crabs. Geddit? Crabs! Sounds a bit like, er, some sort of infection or something. What a mistake it was, going for this gag (sigh).

Spot mixes it with some rats with huge boots on. Why isn't made clear, although psychologists at Keele University are working on it.



As well he might look perturbed. With all those frames of animation assigned to him, it's natural that Spot will have a perturbed look.



There are some things in life you've just got to keep away from. And there are console games which keep you entertained interactively.

Oh good gracious. This game would appear to celebrate the condition whereby sebum exuded from the skin blocks the pores and causes bacteria to build up. Or it might not be. Depends whether you're a zitty oik or not, I suppose.

In fact, to be serious for a moment, the spot in question was originally something to do with the one on the sides of Seven-Up cans. But this no longer appears to be the case, so we'll leave it at that.

Right. Well you know the Global Gladiators? Well this is done by the same guy, so there are some pleasing similarities. For example, the main sprite (and hey – isn't Sprite a soft drink as well?) has got trillions of frames of animation. You will never see a normal zit moving like this.

Sigh. I suppose some plot must be included, if only to please a Miss H. White of Plymouth, who always moans that we don't ever have enough of the plot to "set the scene" for her and her boyfriend. Well, Spot has got loads of brothers and sisters (or they might just be friends, it's difficult to tell). They've all been captured apart from him, so the plucky little character must screw up his little reserves of courage and bravely set off in a foolhardy endeavour to set them free.

That's enough of this nonsense. Basically, the idea is to get through loads of packed levels. It's a sort of flexible platformer in which you can travel in virtually any direction, do whatever you want and generally try to remain cool whilst losing most of your lives.

On each level you must attain a 60 per cent cool rating, which means collecting lots of, er, Smarties or coins or something. It can be pretty blimmin' tricky on some of the later levels, but luckily if you lose a

COOL SPOT

OUT, DAMNED SPOT! (Shakespeare, you see).

One rather special way to avoid being killed horribly is to get into a bubble and float around for a while, whilst still heading in the right direction and collecting the Smarties things.

It's just an invulnerability power-up, but it's done neatly and you can effectively get all the tricky Smarties if you use it properly. And remember, if you use it for a while and then lose a life, you'll still keep the number of Smarties (or whatever they are) that you've collected.

Don't forget that Spot has got loads of different ways of getting around. Here you (and indeed me as well) see him climbing what can only be described as an electric cable. It's a great way of finding more Smarties-type cool points.

Oh, and notice the weird little explosion on the left. This is the result of our hero blasting some creature thing with his, er, gun. He's that cool, he can still blast folk while he's climbing.

FAMOUS PEOPLE WHO ARE COOL INCLUDE HARVEY KEITEL, RICHARD E. GRANT, JERRY PRIMAN, MICHELLE PFEIFFER AND SHERILYN FENN. ACCORDING TO US, ANYWAY. YOU GONNA ARGUE?

FOR - MEGA DRIVE
FROM - VIRGIN
AVAILABLE - JUNE
PRICE - £39.99
MEMORY - 8MBITS
STOP ■

An unidentified Spot fell to his death yesterday. Police are looking for crabs to help them with their enquiries, but foul play is not suspected.

Do you know that book Maus by Fritz Spiegl? Well this little mouse looks like the mouse in that. It's quite uncanny, in fact.

life you don't lose the percentage collected, and the Smarties re-appear, so you should be able to get your number with no hassle.

Seeing as it's one of those lifestyley, trendy sort of games, the music and sound effects are totally rad and cool. There are loads of tunes you can select, and they're all really nicely done, with varying genres from jazz to funk and a sort of wild bluesy thing. In fact it's a bit reminiscent of *ToeJam and Earl*, that completely funky and slightly warped game that was out on the Mega Drive a year or two ago. Er, although I'd probably be smashed in the skull by someone wielding an oar for saying so.

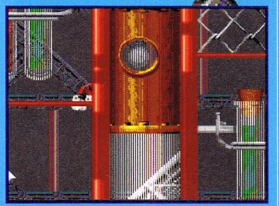
And undoubtedly *Cool Spot* does look good. It's got a big-production, highly polished *Sonic*-y feel to it, which makes you think of massive teams of highly-paid guys working solidly for months on it, and gives you a sort of value-for-money feel.

The difficulty level is set about right, which means that, unlike *Sonic 2*, you'll be with this one for quite a while. It's got lots of playability and the weird backgrounds make it different enough to assure you that it's not just another platform game.

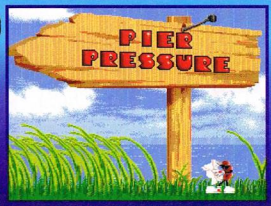
What is bizarre, though, is the idea of an extremely well-animated spot becoming famous as a star in its own right. If you don't mind your characters being a bit hip and in your face (and not carrying a decently powerful firearm) then he could be the guy to grace the innards of your Mega Drive for a long time to come.

JAMES LEACH ■

PS. The references to spots in this review are not intended to cause offence, either to Adrian or anybody else. The publishers of GamesMaster would like to make it clear that even they occasionally get a few of them.



This level really is an absolute sod, with all sorts of slippery things to trip you up and so on.



Well do you really think you're going to get GamesMaster-quality gags in a mere £40 game?

It's a funny thing, life, isn't it? One minute, there you are, a little red dot on the side of a can of Seven-Up. And the next – bong! – you've been magically transformed into a video games hero. What next, I wonder. Maybe we could have the video game adventures of Fred off the Homepride flour, or that chicken off the chicken Oxo cubes. The point is, I guess, that with a little marketing skill, you can turn any recognisable thing into a pop-culture character, even a bloody red dot.

Still, that's enough of that. Fortunately, the game's great! The really, really, really nice thing about *Cool Spot* is the animation of Mr Spot himself. His little bendy legs have him sashaying through the level, and his swinging arms loll at his sides in a most pleasing manner. The fact that in the last month we've had *Tiny Toons*, *Pugsley's Scavenger Hunt* and we've still got *Super James Pond* to come would suggest a definite upturn in the fashionability of the platform game. Erm. So there we are.

JIM DOUGLAS ■

Oh goodness. Insert your own card-related joke here. I mean, let's get some interaction going here. Why should I do all the bleeding work?

There's an entirely new technique with this bit. You must scramble up the uppy bits, then slide down the other bits. I know this doesn't sound very technical, but when you get to play it you'll understand what I mean. It's not difficult or anything, it's just hard to explain properly on paper.

GAMES MASTER TIP

GREETINGS!
The most important task in Cool Spot is to collect the coolness tokens on each of the levels.

You need 60 coolness tokens to enable you to rescue your captured colleague, so you must search everywhere, especially in the areas above ground level. There are all sorts of bonuses suspended in the skies for you to grab hold of.

OPTIONS - A FEW
LEVELS - 10
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - NO
END ■

Clever folk will look beyond the complicated marketing wrangles and see a game with plenty of character. Well, one character but plenty of character. You understand, I'm sure.

It's fast, it's slightly similar to some of the previously seen platform fare, and I suppose it's playable enough. That said, there's still something about the game that makes it a little ho-hum, difficult-to-get-excited about. I'd also find it a little rough to actually walk into a shop and hold my head up high, speaking in a clear, steady voice, saying, "I'd like to buy a copy of *Cool Spot*, please". Slick, competent, but a little undemanding. And it's got a silly name.

ANDY LOWE ■

Climbing up things is an important ability. Ask that Chris Bonington, or even Brian Blessed, come to think of it. He's done a mountain, too.

I wish I'd made a joke earlier about the sounds. I could have called them 'spot effects' and it would have been great. Damn.

OK. Spot's on a clockwork boat. Wanna make something of it? Well, don't laugh. Everybody's dreamed of clockwork boats at some time.

GRAPHICS

One of the new generation of very nicely drawn Mega Drive games. You can't fault the graphics.

SOUNDS

Those tunes just keep on a-jinglin' and a-janglin', and they're very... well, insidious, I suppose. That's a good word to use.

PLAYABILITY

Overall it's not a vastly different game to many that are already out. But as an example of the genre, it's pretty damn all right.

LASTABILITY

It's a very good platformer, but apart from a couple of the later levels, which are unique, it's reminiscent of a lot of others.

OVERALL

Good quality stuff, this. I'd rather have seen something other than a platformer, but if it's got to be one, at least it's one with quality. The graphics, sound and general, er, slickness (as I'll call it) are well up to par, and I don't believe it's going to be one you'll finish overnight, either. Jolly good. Now go and watch television or something.

JAMES ■

JUDGEMENT 85%

FAMOUS PEOPLE WITH SPOTS INCLUDE MADONNA, CINDY CRAWFORD, STEVEN BERKOFF, 'CHELLE FROM EASTENDERS, BOB DE NIRO, ROE AND CHESNEY HAWKES.

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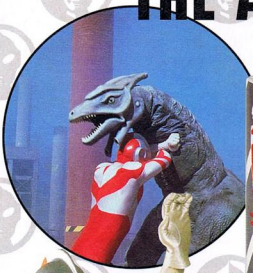

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FOR - AMIGA
FROM - TEAM 17
AVAILABLE - NOW
PRICE - £26.99
MEMORY - 1 MEG
STOP ■

"Mike, do you want salmon spread or tuna on your sandwiches?" "Not now, dear!"

GAMES MASTER TIP

GREETINGS! Here's a simple tip to aid your Body Blows practice. Set up an 8-player tournament and, using joystick one, select eight characters. It's now easy to test their moves without pressure from the computer or another player.

BODY BLO

Right. I'm not going to mention *that* game. You know the one I mean. Instead I'm going to entertain you with a bright, witty and incisive review of *Body Blows – without* referring to, ahem, the other thing. You know – *Streetfighter 2*. Oops. Start again...

Oh dear. It's fighting time again, folks. Yep, as part of the continuing quest for the definitive Amiga beat-em-up, Team 17 proudly present their very own attempt.

Completely original in every way, it's the only one-on-one beat-em-up worth owning. It's crammed with astonishingly original detail and features many elements never ever before witnessed in the genre – apart from those contained in *Streetfighter 2*. Right, one last try...

Great! A *Streetfighter 2* clone. No, it's no good.

Make no mistake – *Body Blows* is a bit like *Streetfighter 2*. Official. I'm afraid there's no getting away from it. The slightly presumptuous press letter tries, rather desperately, to hide it – but it's true, I tell you! Come on, look at the facts...

Streetfighter 2 – a series of ethnically variegated characters, each with his/her own 'special' moves, hit each other a lot until one falls over, cataracts of blood cascading from his face. Best of three rounds wins the match. While kneeing each other in the groin, you can admire a choice of wildly attractive backdrops – many of which feature bizarre, angular figures who appear to have been thrashed into an emotional frenzy of two-frame animation. When a fighter wins a round, he turns to face you and, usually, offers a semi-literate, but triumphant howl along the lines of, "Ya Ta!" or "Ho ho ho ho ho ho."

Body Blows – erm, repeat the last paragraph. Sort of. Although it's blindingly obvious that the

My biggest gripe with *Body Blows* is that the characters don't actually feel as if they have much weight. They move around the screen nicely enough, and are excellently animated, but they just don't have the heavyosity that they should. It's really this factor that makes beat-em-ups feel right, or not. The sheer number of characters for you to control is impressive, though, and I'm only being picky for the sake of it. So I'll shut up now.

JIM DOUGLAS ■

THAT INEVITABLE SPECIAL MOVES BOX-OUT IN FULL...

NIK LORAY JUNIOR DAN YITU MARIA DUG KOSSAK NINJA MIKE

"I am Ninja. I move with the shadows and I love to kill." "Phew! A 99 and a Choc Ice, please."

"Blimey. I didn't understand that caption – did you?" "Nah. Way over my head, mate."

...WS

designers are a bit familiar with, um, you-know-what, they've gone to great lengths to enhance the overall game concept, and have even tried to iron out a few of the – as they see them – inadequacies. Gasp! The audacity of it.

You now have the opportunity to take part in a 4 or 8 player tournament, in which everyone chooses a fighter, the computer sets up the heats, and everyone punches and kicks each other until only one geezer is left standing. The control has also been tweaked rather nicely – now, each character's most powerful special move can be accessed by merely holding down the fire button for a couple of seconds (as opposed to down, diagonally down-towards, punch, up etc...).

But, the old gripe arises yet again. Why do the characters feel more like relatively impassive sprites? Surely the Amiga is capable of drawing large sprites, animating them and then also giving them a bit of weight to add to the realism.

But enough of this whingeing. *Body Blows* is a playable, if not strikingly original variation on a theme. The 'feel' of the game is actually superior to the Amiga version of *Streetfighter 2* – and that's surely a recommendation in itself. **ANDY LOWE** ■

Some of the special moves here take fighting to a new and surreal plane. A lot of imagination has gone into *Body Blows*, and it's a fun, fast game with everything you could want, except for a bit more weight and impact on the characters.

This is roughly what Andy said, and he knows his onions alright. Though how a working knowledge of root crops can aid him in games reviewing he hasn't told us. He also hasn't told us where he got that girl's bike from, and that collection of slightly damp, unpaired, left-footed training shoes. Still, when all's said and done, he's not as bad as Ade. **JAMES LEACH** ■

BODY BLOWS VS. STREETFIGHTER 2

So, you've got an Amiga, and you want to get yourself a good, old-fashioned, punch-em-up. We reckon you currently have a choice of two... Here's how they shape up against each other.

GRAPHICS

BODY BLOWS

Definitely inferior. One or two clanky animations spoil the flow. Then again, the programmers who converted *SF2* merely had to copy the original graphics, didn't they?

STREETFIGHTER 2

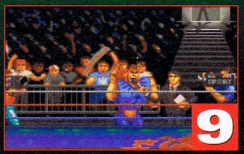
Wonderful. They've survived the transition from SNES to Amiga quite respectably. Blanka's head-bite is still quite marvellous. Dunno about Ken's rolling throw, though.

CHARACTERS

Here we see a chap called Dug – a funny-looking, wrestling type. Ye-es, a bit rubbish, isn't he? Still, that Spanish woman's good. And Mike's pretty darned hard, too. A nice mixture.

A belligerent, green individual called Blanka puts forward the case for the *SF2* characters. Ah, all those favourites... Is our judgement clouded by our fondness for the SNES version?

SOUND



A definite winner. Scratchy, gutteral samples like, "Get outta here" and "I'm sorry about that!" beat those maddening "Ha-roo-Ken's" every time.

...although *SF2* does have some great, solid kicking and punching sounds. Those tinny medium punch slappy sounds are a constant source of amusement. For us, anyway.

CONTROL

Another winner for *Body Blows*. Here, Kossak demonstrates his 'Driller Killer' special move – executed by merely holding down the fire button for a couple of seconds.

Even in two-button joystick mode, some special moves on the Amiga version are almost impossible to execute and too erratic to be include in your fighting strategy. A big thumbs down.

TOTAL

And so, we rather torturously arrive at our contrived conclusion. Both games are thoroughly playable and varied. But, at the end of the day – er, Harry – *Body Blows* won. That's the way it goes in the crazy, mixed-up world of special moves and strangely weightless sprites.

VIOLENCE IS GOLDEN

Now you know you want to fight, but where are you going to do it? In the pub? Down an alley somewhere? Nah. Use your imagination...

Body Blows **offers seven different exotic and not-so-exotic locations in which to butt each other to death...**

OPTIONS - LOTS
LEVELS - 7 AREAS
DIFFICULTY - ADJUSTABLE
PLAYERS - 1 - 8
SAVE GAME - NO
END ■

The Wrestling Ring. Transform your opponent into a quaking mass of blood, meat and hair in nice, comfortable – and honourable – surroundings.

Surrounded by the majestic ambience of the magnificent Ninja Cavern, Mike sticks the knee in. Dear me. It's not nearly as good as the Sagat stage, is it?

Inside the building – apparently. Note the two somewhat bemused but bloodthirsty chaps gazing on the proceedings from the safety of the lift.

The Russian Lab. Hmm. A lab technician works away, while someone attempts to disguise the fact that their special move is a bit like the dragon-punch.

Hello and welcome to the fourth in an extremely unpopular series of dance captions... So unpopular, in fact, I'm afraid I just can't go through with it.

Yes, folks... It's the Shaolin Temple. You see, in Ancient China, some monks got together and invented fighting and stuff. (*You're fired.* – Ed).

Make your adversaries bleed profusely on the sun-drenched beaches of the Costa Brava. "A 99 and a Choc Ice, please." (*You did that one!* – Ed).

GRAPHICS
Generally fine and well animated, although some of the moves and background characters seem a little wonky and rushed.

SOUNDS
A great tune and fabulously tacky samples, which seem to have been nabbed from the theme to a badly dubbed spaghetti western.

PLAYABILITY
Disk-swapping, although kept to a minimum, tends to break up the action. Control of the characters is intuitive.

LASTABILITY
It *is* a game conceived as a multi-player experience. The one-player action is fun, but the tournament mode is more attention worthy.

OVERALL

See the comparison boxout for the info on how it compares with the Amiga version of *Streetfighter 2*. If you've never seen a beat-em-up or – erm – *thingy 2*, then this is a fine and rollicking way to start your cramming-heads-in career.

ANDY ■

JUDGEMENT 82%

TOTAL!

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

Like the look of this lot?

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Then get this!

ON THE LEVEL – A TOAD OFF YOUR MIND

Erm, the first bit. Here, you get to kick the baddies' heads in a bit. Oh, and you can also hitch a ride on this bizarre pink creature.

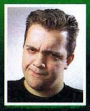
The next bit. Here, you must – in your distinctively slimy demeanour – dodge the gunfire from a tall, belegged robot.

Yes! It's that level. Dead easy, actually. Jump on the hover-bikes, get killed, swear, try again. Grr...

The pit. Leap onto your (seemingly endless) rope and slime down – hacking away at hostile crows and riled robotic things.

Now, this fellow is definitely a rat. He's partial to bearing down on you, using his blubbery behind as an annoyingly effective weapon.

BATTLE



I'm a relaxed kind of guy. I tend not to get too uptight. So it takes an especially frustrating kind of level design to have me punching and kicking the table out from underneath a Mega Drive. And *Battletoads* has that special frustration factor in spades.

In few games can you find a section as cranium-crackingly difficult as the jet-bike section here. Before you get to the jet-bikes, though, you have to work your way through some standard-yet-competent beat-em-up action. Controlling a Battle Toad, you (and a mate if you like) must do over the Dark Queen's minions to rescue one of your Toady friends and a female type who have been taken prisoner.

As well as standard punch and kick moves, Battle Toads have special moves which can be accessed by dashing at an enemy (double click on the direction pad) and then using the attack button or, hitting an opponent rapidly enough. The specials available are The Big Bad Boot, Nuclear Knuckles and the Battletoad Butt (!) which speak for themselves and will dispense with most baddies.

Life starts relatively easily, with a maximum of two enemies on screen at once, and it won't be long before you've blackened enough eyes to panic the Queen into wheeling out an enormous mechanoid thingy to blast you. It's here that you realise that *Battletoads* is anything other than a normal beat-em-up like *Turtles*, say. The screen changes to a view *inside* the robot thing. As the, er, thing's lasers blast bits out of the wall, you have to pick them up and throw them out of the screen at it.

From here, you abseil down a huge shaft, batting away rope-chewing crows and dodging electrical things. In this section, for some reason, you can turn yourself into a big green wrecking ball. Very odd. It's at the bottom of the shaft that we find the jet-bikes. After roughing up a couple of ratty henchmen, you'll stumble upon the dreaded jet-scooters.

There are plenty of stages like this, where you race to keep up with the screen. And this first one, at least, is completely out of step with the difficulty level of the stages either side. The real killer is that in two-player mode, it only takes one player to be scrolled off the screen and you're both stuffed. It's unlikely that one player is going to get through a section without making a mistake, so the chances of both performing well during the same "go" are remote.

Battletoads is a varied, colourful, original, detailed and intriguing game. It's pretty enormous, nice and slick and is largely fair. However, don't underestimate its difficulty. We only got to reach the levels shown here after a *great* deal of effort, on two-player mode, with two measley continues, I honestly believe it's virtually impossible. **JIM DOUGLAS** ■

The secret stage. Here, Arnold negotiates a variant on the *Tetris* theme. (*Rubbish!* – Ed).

First impression, what a crock. The graphics are hardly pushing the Mega Drive to its limits and the sound leaves a lot to be desired. It is also, without a doubt, one of the hardest games ever to have appeared on the Mega Drive. This impression is quite deceiving however. The levels are varied and it is very addictive. The difficulty level will put a lot of people off but stick with it, it's worth it in the end, if only to see more of the Dark Queen. **LES ELLIS** ■

FOR - MEGA DRIVE
FROM - TRADEWEST
AVAILABLE - NOW
PRICE - £39.99
MEMORY - 8MBIT
STOP ■

OPTIONS - MUSIC/SOUND
LEVELS - 6
DIFFICULTY - 1 SETTINGS
PLAYERS - 1-2
SAVE GAME - NO
END ■

It's that ruddy snake level. I hate it! I can't think of anything more to say about it. (Wart a catastrophe this caption turned out to be). *(I warned you – no toad puns.* – Ed).

Although it's smooth, glossy and quite a wheeze to play, *Battletoads* suffers from a few unnecessary and irritating problems. The general (unalterable) level of difficulty is so bloody high, that only heavily seasoned, wizened old gamers are going to be able to deal with it. The ego of the more casual player will be severely punched, kicked and laughed at in front of his or her mum.

The measley amount of continues hardly makes up for this petrifyingly deviant difficulty curve and, astonishingly enough, even I had problems nailing the afore-mentioned jet-scooter level. Occasionally, it's like some new gameshow called Frustration... "Yes, folks. How long will your patience remain intact? Oh dear, you've fallen off that ledge. Ha ha. Oh dear – back to the beginning of the level. Oh *dear* – back to the beginning... And... yes! His frustration has finally emerged. He's ferociously decapitating the joypad! Ha ha ha."

That said, I happen to think this is a fine, fine game. It's varied, funny and features some thoroughly daft and bizarre situations and characters – the comedy, snowball-flinging snowman being a personal favourite. Be warned, though, *Battletoads* is not for the faint-hearted. If you fancy yourself as a bit of a gaming maestro, check it out – it may well convince you otherwise.

ANDY LOWE ■

GRAPHICS
There's no rest for the Mega Drive's graphics chips. Super-slick parallax scrolling and lots of nice expressions for the Toads.

SOUNDS
A completely rocking soundtrack, adding no-end to the "dudey" theme, let down somewhat by rather limp-wristed hitting effects.

PLAYABILITY
Depending entirely on your patience and skill. It's very, very frustrating and, in two-player mode, it's nearly impossible.

LASTABILITY
Not very easy at all. And on top of that, it's very big. Also, there's loads of variety, with each level offering an entirely new challenge.

OVERALL

Not, perhaps the score you would expect, given my rather bum-lickey last paragraph, but think about it. We play games for a living so we're probably quite good at them. And *Battletoads* made us break down in tears of frustration. And no amount of lovely graphics and other treats can dilute the, well, rage that *Battletoads* can create within a player. You have been warned.

JIM ■

GAMES MASTER TIP

GREETINGS!
If there's one thing that you will need plenty of in *Battletoads*, it's patience. A lot of lives are also handy. Since I can do nothing about your patience, we'll concentrate on accumulating a lot of lives. While in the vertical tunnel, kick a crow against a wall. This will yield 250 points. Kick the same crow back against the wall as he bounces off and get 500. Catch him again and get 750. And so on until eventually he "bongs" and you get an extra life. With the necessary skills, you can do this with every crow, arming you with possibly enough lives to get through level 2.

JUDGEMENT 78%

FOR - AMIGA
FROM - ELECTRONIC ARTS
AVAILABLE - MAY
PRICE - £29.99
MEMORY - 0.5MB PLUS
STOP ■

GAMES MASTER TIP

GREETINGS! Well, much as I abhor violence, I can see that a lot of you will get stuck into this. Mission one may seem a bit tough at first but if you can't do it after a few hours, try this little code. Enter EQARHJZ on the main menu to go straight to the second, more dangerous campaign. If you thought the first mission was tough, this one will blow you away, literally.

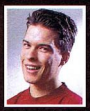
Right boys, the nudist beach is here. We need you to take photos for, er, intelligence reasons of course.

The plot to *Desert Strike* seems a bit familiar, doesn't it? A psycho tinpot dictator tries to hold the world to ransom by invading a small, oil-rich neighbouring state. Hmm... more than a little topical, methinks. EA have categorically denied that they started the war on purpose so that their up and coming war game would sell more copies – do we believe them?

If you ever felt like climbing into one of the rock 'ardest (*We had enough of that last issue* – Ed) helicopters around, then load up the game and get going. Right from the digitised pictures of the mean, lean AH64A Apache war machine at the start of the game you get the feeling you're in for something special. Let's face it, this game is a total action fest. Anyone who is likely to be offended by a heavily armed combat helicopter blowing away enemy troops had better get back to playing harmless games like *Sleepwalker*, because you're going to get blood on your hands with this one.

So, if you set aside all the controversy, blood, guts and violence, what exactly do you get? Well nothing actually, because violence is what this game is all about. You're hardly going to walk up to this Arab leader and ask him politely to stop killing people, are you? Leave that to the diplomats (oh yeah, what an exciting game that would make). No, you go in and bomb him.

If joining the armed forces seems a bit extreme just to fulfill your need to put paid to an evil dictator, then *Desert Strike* is what you need. You wouldn't



Will I really turn into a homicidal maniac after playing this game, Les? I don't think so. I thought I was one already. Les does have a point though, when you see one of the enemy troops taking pot shots at you, you can't help but just turn around and drill his little body full of bullets and a couple of Air-to-Surface missiles. And then smile a bit. Oh dear, maybe Les was right. With distinct graphic and sonic improvements this does take the console version one step further. The only niggle I have is when the woman's voice keeps saying warning... warning... warning, every time you get low on fuel or armour. It just bugs me. All that aside it's still a great game. **ADRIAN PRICE ■**

DESERT STR

HIS NOSE IS ON STRIKE – BETTER PICKET THEN!

"Oi, get up you lazy gits, there's a war to fight out there. It's only 0600. What does the 0 stand for? Oh my god it's early! No more late nights if you can't get up."

"How do we get this thing moving?" "Move that stick, jerk." "Oh yeah. Right now, which direction do we go in?" "Try to look at the map."

"Right, where's the pizza place? Not even a MacDonalds to use as target practice. Better take out some bad guys then, I suppose, to keep the chief happy."

"Look we really are lost this time, this was supposed to be a heavily protected power station and all I can see is sand, sand, oh and there's some sand."

DESERT STRIKE SOUNDS A BIT LIKE A MASS WALK-OUT IN AN ANGEL DELIGHT FACTORY.

They picked a bad time to privatise their electricity industry. Mind you the shares won't be going up but the power stations will. Just keep pylon the missles in there (*That's awful* – Ed).

This isn't what I meant when I said we should try and fence some of this Arab hardware. There used to be a satelite dish here, but thanks to a couple of Hydras they won't be getting Sky ever again.

believe how you change from a normal mild mannered person to a bullet-spewing fiend, when you're faced with a few enemy troops advancing on your gunship.

Before you start playing, take my advice. Hook up your Amiga to a nice powerful amplifier and crank it. The neighbours will think that a war has started. (*Yes. Great jape – Ed*). The sound effects are just amazing. The explosions sound like they've been taken out of a movie – nothing like this has been heard before. When you're flying around you'll be submitted to a continual barrage of effects, either men screaming from being hit by stray bullets or explosions as tanks let fly at you from a distance. The effects here are outstanding. The only one that really gets on your nerves is the Aliens-like "Warning" whenever you get into trouble.

The action is fast and frantic and there's a vast amount of freedom in the game. You can fly wherever you wish to over the landscape, take on the targets you want and basically have a good time killing people and blowing things up. (*Yes, very good* – Ed). This freedom combined with the various tactics you will have to use against the different targets (like which direction to attack from, which route to take and which weapons to use) makes for a stonker of a game. You'll need to put your moral sensibilities on hold in order to play *Desert Strike*. War is hell, and the game comes dangerously close to glorifying it. If you want a state-of-the art Amiga game, this is the one. I can see this game winning a lot of awards this year. It certainly rates as one of my top three Amiga games. If you can't get CNN then *Desert Strike* is the next best thing

LES ELLIS ■

It looks like the Queen has tried to have another one of her special barbecues, like she did at Windsor Castle a few months ago. We warned her not to use too many of those fire-lighters on it, but she wouldn't listen. Our intrepid chopper pilots are rushing back to the frigate to get some marshmallows to toast over the fire.

RIKE

This is really impressive. I mean, it's always been a great game, but on the Amiga it's even more impressive. And much as Les's ears are untrustworthy, having been subjected to a constant barrage of Nirvana and all those poodle-rock bands for the last few years, he's right about the sound.

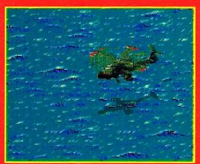
So this is one game you should have. It's fabulous, and even as I speak, Les is probably playing it in the other room when he should be doing some work.

JAMES LEACH ■

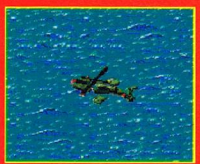
(You're fired – Ed) A day in the life of a Gulf Apache pilot, GamesMaster style.

"Attack, attack. Get 'im. Nuke 'im. Fire all weapons. Dispatch war rocket Ajax... sorry got a bit carried away there."

"There's the enemy." "Er, there's only one of them." "So what? Get those missiles fired." "Why not use the chain gun?" "Nah, it's a bit on the messy side, I want to see this guy legless."



"I'm bored. I wanna go home. All this death and destruction has made me tired. Now where's the bloody frigate gone?"



"Er, how are we going to explain this when we get back home? Two highly trained pilots have just written off millions of dollars worth of helicopter."

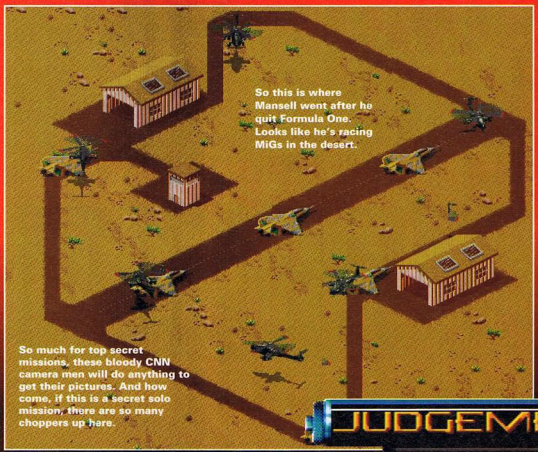
ESCAPE FROM PRATITZ

(OR WE'RE QUITE SAFE IN OUR BABY FOOD/CHEMICAL

Hah you American slime, you'll have to stay here forever and listen to tapes of Cat Stevens.

A baby milk factory or maybe it's a chemical weapons factory.

Time for Butlins to get an overhaul, try some rebuilding with your Hydras and Hellfires.



So this is where Mansell went after he quit Formula One. Looks like he's racing MiGs in the desert.

So much for top secret missions, these bloody CNN camera men will do anything to get their pictures. And how come, if this is a secret solo mission, there are so many choppers up here.

GRAPHICS
Brilliant. The next best thing to being there. A vast improvement on the Mega Drive and SNES versions.

SOUNDS
Some of the best ever. The explosions have to be heard to be believed and the soundtrack is just great.

PLAYABILITY
Dead easy to get into. Working out the best way to attack each objective makes every game different.

LASTABILITY
Each of the four campaigns has several missions, so there is enough to keep you going for ages.

OVERALL

What a conversion. This is a breathtaking Amiga game. EA have done an excellent job in bringing *Desert Strike* to the Amiga. It's one of the best action games out there and deserves its place on your games shelf. Finish reading this issue and then go out and buy it. Great graphics, sound and gameplay. *Desert Strike* has it all.

LES

JUDGEMENT 93%

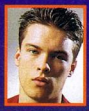
IF JUNGLE STRIKE IS GOING TO APPEAR ON THE A4GA (UNLIKELY) IT WILL TAKE 18 MONTHS TO DO.

FOR - SNES
FROM - ACCOLADE
AVAILABLE - APRIL
PRICE - £44.99
MEMORY - 8MBIT
END ■

This is the hangar from which you launch your space assaults. They must have an industry standard as they all look the same.

These black holes are a nifty way of getting around the cosmos. The computer doesn't trust you enough, so it's switched to auto pilot.

WARPSPEED



New standards have been defined with the recent release of *Starwing* (previously known as *Starfox*). Subsequent space shoot-em-ups will have to be pretty special to be considered worthy games.

WarpSpeed bears a passing resemblance to the epic space game *Wing Commander*. The plot is similar too – fly through space and kill off all threats to the human race, then return home for a nice cup of Ovaltine. The idea is to save all the deep space outposts and defend the humans on board. It might be a good idea, to point out that you're on your own in a weedy ship. You can upgrade your ship to become faster and more powerful. The only problem is that the enemy tends to be able to do the same.

There are seven scenarios at first and a campaign. The scenarios are missions of derring-do, while the campaign links four previously unselectable scenarios from a pool of ten.

The game isn't too impressive really. The missions are small and repetitive, and with even the slightest amount of talent, you'll complete this fairly quickly. The look of the game is a let-down too. The enemy spaceships are nicely drawn, but don't enter and leave the screen too smoothly. Moving around at a billion miles an hour just doesn't seem convincing.

This is just a poor attempt at a *Wing Commander* clone. Maybe you should buy *WC* or perhaps *Starwing*, otherwise unless you're Captain Kirk, leave well alone.

ADRIAN PRICE ■

This is a Mig-29. Oops sorry wrong game. This is your Mk1 Escort/intergalactic space cruiser.

HYPERWAVE RECEIVER
To: Rookie
Aboard: STINGER
Fr: Tabor Pilot
Re: Challenge
Human slime, you reek of fear. Come and prove your courage by facing me in combat. I await you in Quadrant BETA-Sector 3F.
PRESS ANY BUTTON

Alien Gits: Those ponces that go around the galaxy thinking they're a bit solid, but aren't.

Crash and Burn, Splash one Lizard, and other references to air combat one-liners. Seriously though this is when you fragment one of the suckers and send him to the Gulf of Tonkin.

GRAPHICS
They're drawn well, although everything is jerkily animated and the whole thing looks weak.

SOUNDS
Poor 'Photon Laser' sounds, and weedy game music.

PLAYABILITY
Unless you really like roaming in deep space for a worthless cause, it won't capture your imagination.

LASTABILITY
After about an hour it gets boring and repetitive. You won't want to play it much after that.

OVERALL

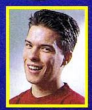
WarpSpeed is a poor attempt at the space shoot-em-up genre which ends up falling flat on its face. There are plenty more, and better I might add, space shoot-em-ups and you'd be well advised to go and get one of those – *Wing Commander* should definitely be your first choice. Save your money and shop about.

ADRIAN ■

JUDGEMENT 43%

SUPER SPORTS CHALLENGE

FOR - NES
FROM - CODEMASTERS
AVAILABLE - EASTER
PRICE - £29.99
MEMORY - 2MB
END ■



Why is it that as soon as a games company comes up with a winning formula for a sports game (like the golf game *Leaderboard*) every other new game of that sport is a blatant rip-off of the original with a few tweaks added? Now, all four games on *Super Sports Challenge* may look like countless other games, but hey, unoriginal doesn't necessarily mean unplayable.

First up there's *Baseball Pros*. Play switches between a close-up of the plate for the pitch and an overview of the diamond for running.

The guys on the diamond all plod about as if they're using Zimmer frames, and the pitcher and the hitter only have a few moves to choose from. This makes the play feel samey after a few games, but it's still quite playable, although it is much better when there's two of you playing.

BMX Simulator is a version of an ancient Codemasters game. It's quite straightforward really – you race around a small track crashing into bits of scenery and desperately trying to keep up the other racers. It's a frustrating little game – the bikes are fiddly to control and you've got to be near perfect to make it to the next round.

Hey, BMX, trendy freakout, look at my new Visage album, yeah! BMX-ing is a bit out of date now, and this game's a little old hat too.

Pro Tennis is an average, but enjoyable tennis sim. You direct your shots about the court with the joypad, and you can lob or smash if you're in the right place at the right time. Poor serving lets it down, although the tournament's okay and it's the best game on the cart for two players. But like the other games it's really too simple.

The soccer game (snappily entitled *Soccer Simulator*) is the worst of the bunch – lousy graphics and very basic long ball, Wimbledon FC style gameplay. Very dull and not much better with two players.

Fair's fair, the Codies have managed to put four games on one cart and they're not that bad. It's just a shame they're all so bog-standard. As they're all pretty basic there's not much scope for tactics. Most of the matches you play will feel the same as the previous one.

Sports fans who fancy a couple of the games may still get a lot of fun from the cart. But, if only the games had moved on from the old Commodore 64 and Spectrum titles that they ripped off, er sorry, were inspired by, it would have been less of a disappointment all round. **ADRIAN PRICE** ■

A bird's eye view of the pitch. And from this vantage point you can see that these computer footie players are about as agile as Les Ellis – just pass the ball around and wack it diagonally at the goal to score.

Calling on my vast reserves of skill, stamina, timing and a big dollop of luck I've managed to loft the ball over the fence and get a home run. Now all I have to do is sit back for five minutes and watch my player plod around the diamond at a snail's pace. Still, it gives me time to gloat at the pitcher and boost my flagging ego.

Tennis, the sport of kings. No, that's horse riding, isn't it? Or is it polo? Or mud wrestling?

GRAPHICS
Baseball Pro's the smartest of the four and *BMX* isn't bad. *Soccer* and *Tennis* are a bit blocky and basic.

SOUNDS
One really cringeworthy tune that you can't turn off (*Baseball*) and a few effects that do their job but nothing more.

PLAYABILITY
Tennis and *Baseball* have the most to offer, although all four games are a bit dull.

LASTABILITY
They're all too simple to last as one-player games, but two players should get more fun. And there are four games, after all.

OVERALL

Four old fashioned sport games on one cart. Fun for a while, and a bargain, if that's all you want, but they're not exactly premier league material – they're all too limited to keep your attention for long. Add a second player for more fun, but you'll be crying out for more options and more variety in the gameplay.
ADRIAN ■

JUDGEMENT 76%

FOR - MEGA DRIVE
FROM - PARKER BROTHERS
AVAILABLE - NOW
PRICE - £38.99
MEMORY - 4MBITS
END ■

Oi, we're watching you. Short animated vignettes are supposed to lighten the game, and manage to fail miserably.

CLUE

Cluedo, eh? Brings back memories of long wet winter afternoons spent playing this detective board – bordering on tedious – game. The question is... how well does a board game like this transfer to the screen?

The problems caused by having all the 'action' on-screen start straightaway. How can each player check their own cards, when they are splashed on screen for all to see? You have to make every other player turn away while you look at yours. It's a better idea to buy the board game.

Let's take *Clue* on its own merits as a video game... The graphics are plain and the animated sequences that are proudly announced on the box are pretty pathetic. With sound which would shame a Spectrum and gameplay that, well, makes a board game look exciting *Clue* is a big disappointment.

Unless you're into playing this game all on your own, there's just no point in buying a video game version of it. Even as a one-player game it's only barely playable. Even though it is a video game you still have to write everything down, so what exactly is the point of *Clueda* on console? You may as well go out and buy the board game, it's a damn sight cheaper and, unless you are a loner, more fun.

The reason other board games have converted more successfully to video games is quite simple. In some of them, like *Chess*, you can learn or practise some new killer move or solution to a tricky problem. In *Scrabble* you can increase your vocabulary and word power. Even in something as complex as *Hero Quest* the extra animation and all-round souped up gameplay add to what is a classic game. In *Clue* the most you can do is, er, move around a board and, using luck more than judgement, "solve" a crime. *Clue* is all set to vanish into obscurity where it truly belongs.

LES ELLIS ■

An unbelievably exciting shot of the board. If you buy *Clue* then we suspect that you obviously haven't got one.

Oh, not Mrs Peacock, surely not. How could it be that sweet old woman? Even if she did change her name from Dahmer and had the murder weapon in her hands, that's no reason to think she's the murderer.

"I knew it was her all along." "Oh yeah, let's look at your card. Ha! You had Mr Green."

GRAPHICS
Well, there isn't much you could do with this game. The animated sequences are a joke. The whole thing is just awful.

SOUNDS
Some pathetic whining music and spot effects. I've heard better effects coming out of my 90 year old granny when she's eating.

PLAYABILITY
As a multi-player game this is hopeless. The detective feel of the board game is lost somewhere in the conversion process.

LASTABILITY
There is no way you'll want to keep playing this. Drag too many of your friends in to play it, and you'll end up as the next victim.

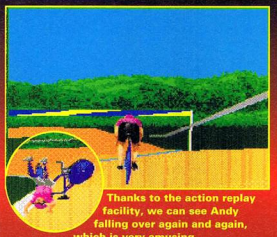
OVERALL

Surely one of the most pointless board game conversions of all time. Any 'feel' the game had has been lost in the conversion. Being a video game the multi-player option is pretty much redundant and playing against the machine itself is boring. With *Monopoly* lining up to be just as bad, this is not a good start for Parker Brothers. *Clue* sucks, end of story.

LES ■

JUDGEMENT 39%

FOR - MEGA DRIVE
FROM - ACCOLADE
AVAILABLE - NOW
PRICE - £39.99
MEMORY - 8MBIT
END ■



Thanks to the action replay facility, we can see Andy falling over again and again, which is very amusing.

Look at all those people, all watching. All waiting, all watching and pinning their grubby little nationalistic hopes on your feeble abilities. Sorry.

SUMMER CHALLENGE

Brilliant! Another sports game! Since the sad old days of *Hypersports* on the Spectrum, there's been nothing I've enjoyed more than a good sports blast. The number of Stimes I've nearly bitten off my lower lip in the cata-tonic-seizure of expression brought on by trying to maintain the oh-so-rapid jabbing of the RUN button. Ah, happy days.

Summer Challenge is an eight event spectac-ular (Archery, Horse Jumping, Kayak time trials, Hurdles, Pole Vault, High Jump, Javelin and Cycling) where you and up to nine mates can compete for Queen and country against amateur, pro or world class computerized opponents.

You can practise each event individually and can analyse your performance in every detail thanks to a handy action-replay facility. Even though the events are as you would expect, each has a certain twist or novelty factor which makes it, well, fun.

Most of the running and jumping events require frantic "b" button stabbing to pick up speed, and then either an "up" on the joypad or a tap on the "c" button to jump. By far the most complex of these is the pole vault, demanding that you run, plant the pole, ride up and then release at exactly the right moment. Tricky stuff.

Your performance will yield jubilant cheers or gasps of disappointment from the crowd. The sound is actually very good.

Perhaps the weakest events are the horsey one (go around jumping over the fences) and the cycling, which involves virtually nothing except pushing "b" very quickly.

Apart from these the events are a hoot, with excellent re-touched digitised graphics and the previously applauded sound making for an atmos-pheric afternoon's competition. **JIM DOUGLAS** ■

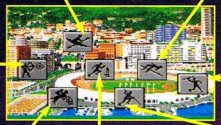
QUITE AN EVENT

Well, seven events actually. The only one we didn't include is the cycling, cos it's a bit boring. Still, here are the remaining events that await you in the Challenge.

Long and boring. Nice water FX.

High-Jump. Tricky yet quite rewarding.

Archery – the best event! A fab game in its own right.



Javelin. The best event by far.

Difficult and a bit long. Here Jim's about to have a tumble.

Excellent man-runs-into-hurdle laughs here.

Pole Vault. Perfect timing is absolutely essential here.

GRAPHICS
Extremely impressive semi-digitized images. The Pole Vault and Javelin events are espe-cially good.

SOUNDS
Cheers and gasps from the crowd, a sickening thud as your head hits the high-jump bar and whizzing arrow effects and swooshing water.

PLAYABILITY
Simple controls – you'll be used to them in no time. The joy of the playability is the constant fine-tuning of your performance.

LASTABILITY
More proof that even the oldest game styles can be revitalized with a bit of thought. Recommended.

OVERALL

Summer Sports is great. You're unlikely to say "Good heavens! what an original concept!" because, um, it isn't at all original. But it's been done with such polish and, well, affection that if you had even the most passing fondness for the genre, you will love it.

JIM ■

JUDGEMENT 85%

DICTIONARY DEFINITIONS OF TINY TOONS – 1) SMALL COUGH SWEETS. 2) WHAT YOU'D GET IF TAKE THAT WROTE THEIR OWN SONGS. 3) SMALL TINNED FISH.

FOR - MEGA DRIVE
FROM - KONAMI
AVAILABLE - MAY
PRICE - £40
MEMORY - 8MBITS
STOP ■

Buster does his very best to get into horror movies. Here he presents his version of Cellar Dweller. Note the big eyes and gratuitous use of rats and bats to scare people.

TINY TOON ADVENTURES

More Tiny Toons! These little guys are taking over. We've had them on the SNES (reviewed last issue) and just about every other system – now it's the turn of the Mega Drive. I'm glad to see that Konami have come up with a completely different game for the Mega Drive – thank god they didn't try and port the SNES version over as is so often the case with conversions. After their previous two (disappointing) Mega Drive games *Hyperstone Heist* and *Sunset Riders*, I was looking forward to this with more than a little trepidation. However it's third time lucky for Konami.

The Tiny Toons are little kiddie cartoon characters. The hero of the game, Buster Bunny, has to rescue his friends from the clutches of a mad scientist who has turned them all into psychotic maniacs. So what action is our Buster going to take? He's going to run around loads of levels eating carrots and jumping on the heads of the scientist's devious creations. Whether it's a zombie mutant snowman (scary stuff, huh?) or a Mr Tickle robot, they all go the same way. One jump on the head and they're history.

At first it seems a bit plain, just running and jumping on everything. But a few levels in and you realise you're hooked. You need to get that bunny through those levels to find out what comes next. The haunted ship level... oh, spooky graphics. The ice level... makes you shiver just thinking about it.

Sleeping in on the job. He's definite rabbit pie material.

The graphics, while not up to *Sonic* standards, are pretty damn good. The sound effects may not be mindblowing, but they suit the game. Even the music is cutesy and in keeping with the Toons.

This is one game that that will keep you hooked from start to finish. It may not be the hardest game ever, but with so much going on, and so much to find on all the levels it's bound to keep you going. It's got more than its fair share of secret rooms and alternative routes, so if you do go for this one, be prepared for a lot of exploring. *Tiny Toon Adventures* is one of the best Mega Drive games I've played for a long time. **LES ELLIS** ■

On the 2nd stage go left and jump into the gap. Bounce off the wall to get a power-up.

Buster proves he's no wimp by doing his own version of the Marines death slide.

If you go down to the woods today you'd bet... (Stop right there. – Ed).

GRAPHICS
Disgustingly cute characters, just as you'd imagine. This is definitely one of the best looking games around.

SOUNDS
Packed with effects and oh-so-cute music. Give your eardrums a break from huge explosions and deathly screams.

PLAYABILITY
Once you start, you won't want to stop. A hint of puzzle-solving is thrown in for good measure. A classic platform game.

LASTABILITY
It's not that difficult, although there is lots to do . Even then, it won't last all that long.

OVERALL

If only the levels were bigger, this would be a much better game. As it stands it is one of the best platform games you can get for the Mega Drive. Yeah, so it's cute as well but it's still fun to play. If this is a sign of what's to come from Konami then bring them on. A great game.
LES ■

JUDGEMENT 81%

FOR - AMIGA
FROM - THALION
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 1 MB
STOP ■

Not a pleasant looking creature, it has to be said. It also has the unnerving habit of spewing poisonous spiders from its hideous hide.

If you ever want to become a fantasy hero, it's essential that you acquire the skill of sliding down vines like this. Every great man can do it.

LION HEART

It's a shame you can't see all the parallax scrolling on this shot, it's really rather lush.

LH is so hard, he dispenses with deadly spiders merely by swiping his foot at them.

Don't forget to pick up the energy crystals on your way round. They may be hidden.

The Lion Heart gem has been stolen from the King, and, as he's based a decidedly dodgy constitution on it, he wants it back. Chosen to recover it is Lion Heart the man, so named because it's his destiny to recover the lost stone. As if that's not enough to persuade him to take on this perilous quest, the King gives him all the motivation he needs – the promise of immense riches, the chance to recover his one true love (who was abducted along with the gem) and… the fact that he'll be ceremoniously executed if he doesn't.

The game is a hack 'n' slash platformer, with some of the best graphics you're likely to see on the Amiga. You've got more colours than an explosion in Benetton, multi-level parallax scrolling, and the main character has almost as many moves as a beat-em-up character. What's also fab is the way he interacts with the scenery. You've got vines to slide down and climb across, spinning and bouncing platforms, even insect life to call upon for services. *Lion Heart* is highly impressive stuff.

Of course, it's quite an advantage to have an inflatable portable dragon to aid you on your quest.

As for the gameplay, that's lush too. In addition to fighting your way towards the ultimate goal of recovering the stone and your girlie, there are tokens to collect which replenish your energy, and potions which give you extra lives. Don't expect to finish this one quickly either – it's a toughie – but if you do, you can go back and play it on the Hard setting, which not only makes the monsters a bit harder, but also gives you tougher levels. In effect, you've got two games in one.

With all the cutesy platform games that seem to be the rage right now, it's nice to see an old fashioned hacker popping up. Sure, it's not a new theme, but this far exceeds anything else in the genre. If you're interested in seeing the Amiga pushed to the limits and beyond, with a great game into the bargain, then don't miss this.

LES ELLIS ■

Rather convenient steps on this otherwise insurmountable, er, tree-like thing. Kind of a hint that there might be something up there.

GRAPHICS
Thalion have squeezed all the graphic power out of the Amiga and shoved it into console territory. Astounding.

SOUNDS
A choice of high quality atmospheric music, plus very convincing sound effects.

PLAYABILITY
Excellent control of the main character, with a good assortment of moves which you will find most useful in various situations.

LASTABILITY
This'll keep you going for ages, and the Hard setting introduces new levels to conquer.

OVERALL

How did they manage this? It's a technical marvel which looks, sounds and plays like a dream. It's very hard to find anything bad to say about it. Unless perhaps you feel that fantasy hacking and slashing went out with Jethro Tull and Roger Dean album covers (and it's a fair point). There can't be any reason why you don't just go out and buy it now. So there.

LES ■

JUDGEMENT 90%

FOR - MEGA DRIVE
FROM - BALLISTIC
AVAILABLE - LATE APRIL
PRICE - £29.99
MEMORY - 12MBITS
STOP ■

Oh get up. You really are a pathetic git you know. It won't help you stay in. I was here first and you are out – so there. It's no use crying. Oh alright, you can stay in, just stand there and shut up.

HARDBALL 3

Look, let's get one thing straight. If I want to hear some unknown American rabbiting on about a baseball game, I'll tune into the World Series. It didn't work for me in *Joe Montana (That was American Football, wasn't it?* Ed), and it didn't work in any other *Sportstalk* game. Is there any need for another baseball game? This is Accolade's third attempt at the definitive baseball game, but is it better than the rest?

Graphically there isn't much wrong with *Hardball 3*. The pitching/batting screen features large, detailed sprites that are well animated and look the business. The fielding screen is a little small and vague, which makes this an awkward section to master.

One of the outstanding features of *Hardball* is supposed to be the sound. There is loads of speech in there, but the game really struggles to make it work. Al Michaels is supposed to be commentating here, but if it *is* him then he must have been gargling with gravel because he sounds more like a distorted robot than a sports commentator. A few neat sound effects are completely overpowered by some of the worst music I've ever heard.

The batter stands, waiting for him to let fly at 100mph. Stupid place to stand if you ask me.

Steeeeerike three. You're out of there. It had to appear somewhere.

As far as playing the game goes, the batting is way too hard (as always), and pitching is too easy. Fielding is awkward at best. Although league options have been included as well as friendly games, *Hardball 3* just doesn't stand out as a great baseball game. You really need to master the two-player mode before attempting a league competition, otherwise you seem to get completely tonked all the time.

The Americans will probably love it, but I doubt it will go down well over here.

LES ELLIS ■

GRAPHICS
Some good design and animation – it's just a pity the fielding section is so obscure. Looks pretty much like every other baseball game.

SOUNDS
The speech doesn't work, that music is abysmal, but at least there are a few nice sound effects. This is a sonic disaster.

PLAYABILITY
Sheer tediousness in the league. After a few matches you'll want to play Hardball with the cart itself.

LASTABILITY
One-off games are barely tolerable, but anything longer than that is just too much.

OVERALL

Hardball 3 looks very dated. Although there are one or two nice touches, there's just no temptation to keep playing. Playing a whole season would be a life-long occupation. With so many sports games out there, I'm sure you could find a lot better than this. Put simply – you'd have to like the sport a hell of a lot to enjoy this.

LES ■

GAMES MASTER TIP

GREETINGS!
When you start the game, switch your pitchers around until you get one that has more weird pitches and fewer fast ones. The computer batters find fast balls very easy to slam away for a home run.

JUDGEMENT 60%

Scrum down then. England have opted for the poncey light blue, while the Americans have gone for the dark blue. They're still ponces.
00
00:09
00

FOR - SNES
FROM - MISAWA
AVAILABLE - NOW
PRICE - £44.99
MEMORY - 8MBIT
STOP ■

WORLD CLASS RUGBY

I remember when I was at school, the good old rucks we used to get into, and the PE teacher who made us run extra laps around the field for no reason other than to see us sweat. Those were the days when rugby was a game you hated, and the quicker you got showered the better. Well, that's what it was like for me anyway. Personally, I preferred rounders.

But since I've left the rigours of my sadist PE teachers, I've actually come to like ruggers and all its finer points, like kicking and punching. Yep, if you've ever watched the World Cup on TV, and thought "I could do that," this game might be for you.

You can choose any of the World Cup teams. Each team is made up of real players with the names being slightly misspelt and the faces being different from their real-life counterparts – presumably to protect the innocent. I mean, is Jeremy Guscott, (Bath R.F.C. winger and great bloke) a middle-aged, balding fat man? No. I don't think so. Fortunately you can change the appearance of the players along with their strips and even their names.

The game is played using a 3D perspective, with the action being viewed from one end of the stadium. Each of the matches can be tailored to suit your own standards. Pitches can be changed and the time can be shortened depending on your fondness for the game. At first it's a bit hard to control and it's easier to play down the pitch than it is up. But, to add to the appeal, there is a league, which should keep the game alive for a few more days. **ADRIAN PRICE** ■

This is the "Make your player wear pink" screen, but I'm feeling kind, so England can play in light blue.

This is where England kick off. Quite why the Americans are in the World Cup is beyond me. Why don't they just stick to American footy?

Here are all the teams, but Lam's gone and put the Judgement Bar over the bottom four. Lam – just for the record, you're a git.

GRAPHICS
Nice Mode 7 pitch and some detailed characters. They do their job but the animation is a bit shaky.

SOUNDS
No "Swing lo, sweet chariot" to be found in here. Just the usual grunting and groaning involved in playing a rugby match.

PLAYABILITY
For a while it is quite fun but it can get a bit boring. After all it is only a rugby game.

LASTABILITY
Unless you really like ruggers, this probably won't hold your attention for long.

OVERALL

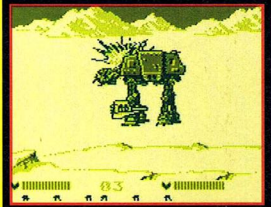
This is an average rugby game on the SNES. Come to think of it, this is the only rugby game on the SNES. Well, the only one worth mentioning. With a league, a two-player mode and the ability to customise your teams, *World Class Rugby* is well worth a look. Anyway Bath for the cup and all that, hurrah for Bath.

ADRIAN ■

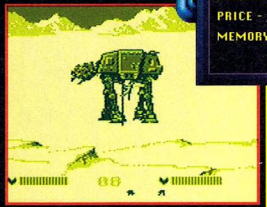
JUDGEMENT 73%

FOR - GAME BOY
FROM - UBISOFT
AVAILABLE - JUNE
PRICE - £25
MEMORY - 8MBIT
STOP ■

TWO WAYS TO KILL AN AT-AT



Fly straight at the armoured mut with all guns blasting on your Snowspeeder. Then fly about for a while feeling chuffed with yourself. Or...



...Take it for a very long walk! Although getting the leash over its head can prove to be a bit of a problem.

These Fs enable you to do special Jedi things like levitate, re-energise and eat kebabs.

Take my advice, never trust anything with twice as many legs as you.

Hey, *The Empire Strikes Back*, that sounds like a good game! And yes, it probably is, if you can get off the first level. To tackle such a task takes nerves of steel. I'll see you in about a week...

...Back again. Right then, *The Empire Strikes Back* involves one heck-uv-a-lot of wandering around, dying, and fighting off funny-looking creatures to make it past the first level. But once you're through, it develops into quite a tidy platform adventure.

You play Luke Skywalker, who you lead from planet to planet, getting more Force skills... erm, forced up. Once you reach the last level, you should have loads of Jedi Knight things and enough skill to use them against old Darthy.

Once you've escaped the villainous clutches of level one, you'll find nine more huge levels with some dead tough gameplay. Because of the size of this game, the rather functional animation is easily pardoned. The soundtracks, however, are superb.

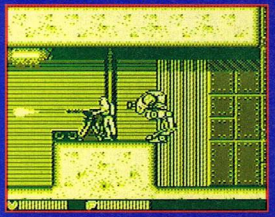
If anything, *The Empire Strikes Back*'s gameplay is a little more ragged than *Star Wars* on the Game Boy, but the rest of the game is more challenging. The only major thing that ruins it is the dull and tedious level one.

JAMES LEACH ■

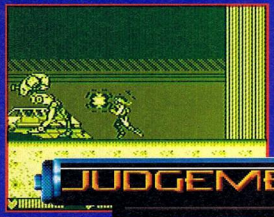
To kill a Wampa takes a lot of wacking with your sabre.

THE EMPIRE STRIKES BACK

Level two allows you to test-drive the latest Imperial Walker. They tread quietly, so this guy will never know what hit him.



Oi, Walker aren't you in the wrong game? Nah mate I was here first, Psygnosis ripped me off for the Amiga game.



GRAPHICS
The sprite animation is a little slow at times, but at least it doesn't jerk around too much.

SOUNDS
Ooo, luverly soundtracks from the film. Very atmospheric stuff and packed with nostalgia for old Star Wars fans.

PLAYABILITY
This game's no walk in the park. The gameplay is tough and challenge is there in abundance.

LASTABILITY
It'll be a tough nut to crack, but there's no way you'd want to go through it all again.

OVERALL

Despite the offending first level, this is a very playable game – easily up to the standard of *Star Wars* on Game Boy and a lot tougher. If you thought becoming a Jedi Knight merely involved waving a dayglow rod around... umm, well, you'd be wrong, wouldn't you?

JAMES ■

JUDGEMENT 78%

AH, WELL... BEFORE YOU WRITE IN, THIS IS ACTUALLY CALLED COSMO GANG – THE PUZZLE. WE COULDN'T FIT IT IN, YOU SEE. SORRY ABOUT THAT.

Here, we see an attractive arrangement of bug-eyed faces with a "moon effect" backdrop...

...and here, is a similar thing – with pink trees. What is going on in these people's minds?

FOR - SNES
FROM - NAMCO
AVAILABLE - IMPORT
PRICE - £45
STOP ■

COSMO GANG

I'm sorry, are puzzle games fashionable any more? Hmm. Maybe ones featuring the cute, er, frog-type characters from the *Galaga*-like *Cosmo Gang* will do the trick – particularly if they're based on a strikingly original concept and feature plenty of colourful and cutesy graphics, as opposed to a series of rather dull geometric shapes.

The idea here seems to be – base your game on that, erm, Eastern game of shape manipulation, but throw in a little more scope and perhaps an additional stage and idea or two... and that's exactly what *Cosmo Gang – The Puzzle* is: *Tetris* with better graphics, more involved gameplay and a welcome player vs. player option.

You must fit a series of L-shaped, um, shapes into a static playfield. Occasionally, the face of a frog will be secreted within the shape itself. Even more occasionally, a left or right arrow will be included and, as this is guided onto the frogs, they will be wiped out, as the arrow shoots down the structure. Cue lots of strategic planning, "Yes!"-ing, swearing and realising that, for an extra 20 quid, you could have bought *Streetfighter 2* or *The Lost Vikings*. **ANDY LOWE** ■

OVERALL

It won't send you into a whirling frenzy of ecstacy, but *Cosmo Gang – The Puzzle* features some devilishly strategic touches, and is fun enough to help you through those sad old summer evenings when all your friends are out enjoying themselves properly. But, for this money, you really should be setting higher standards for yourself.
ANDY ■

JUDGEMENT 55%

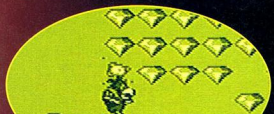
ALFRED CHICKEN

Alfred is, undoubtedly, a chicken. His chickenness is a matter of record. Chickeningly speaking, Alfred is very. As chickeninity goes, Alfred... you get the idea. He's also a big cult star in his homeland of Thailand; where they've written comic strips about him, made a film, released records, manufactured mugs – no sorry, I'm lying. He's not famous at all.

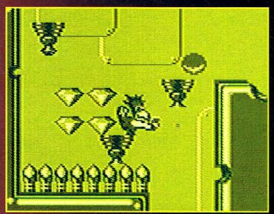
But he should be, oh yes. Alfie is a chicken with attitude. Not that he actually does all that much, apart from jump, peck and flap wildly, but then chickens are like that – sort of smallish brown things with wings. (*Just what is the point of the blimmin' game then?* – Ed).

Alfred Chicken is a pretty straightforward platform game. Diamond collecting is the main goal, and along the way you need to contend with springs, little clockwork things which kill you, other little lift things that go round and round, and even secret rooms. (*Your powers of description amaze me.* – Ed). Pecking a balloon acts as a restart point, which is useful because anything nasty that you touch kills you straight off.

Actually, *Alfred Chicken* is good fun. It's not massively original, but Alfie is a well-animated character and the game's quite a challenge, with, if you will, a professional feel all round. So, I'll leave you with this proposal – stuff the hedgehog, and make way for the chicken. **ANDY LOWE** ■



Well, this is possibly some explosion-based bonus-collecting scenario, but I'm not too sure.



Now this is definitely Alfred, and that looks like a lift or something beneath him. Seems likely.

FOR - GAME BOY
FROM - MINDSCAPE
AVAILABLE - APRIL
PRICE - £25.99 APPROX
STOP ■

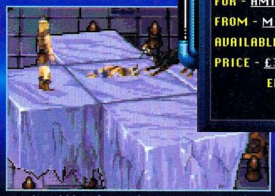
OVERALL

Hardly a massive leap in home computer entertainment or any rubbish like that but rather good, clean, honest, homely British chicken fun with a dash of danger and a soupcon of... er... er... and a big challenge thrown in. Good graphics and sound help out a lot too. Really rather good.
ANDY ■

JUDGEMENT 74%

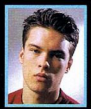
FOR - AMIGA
FROM - MIRAGE
AVAILABLE - NOW
PRICE - £34.99
END ■

If I press my warriors forwards, he'll retreat and I can outflank him and punch his throat hard...



...or I could just forget the strategy and go for the best fighting sequences in the 3D section.

RAGNAROK



The Swedish Chef from the Muppets and Abba, just two recent Scandinavian exports, although how this pacifist area of the world ever developed from one of the most war-like nations in history has always been a complete mystery. Ah, the Vikings... they really knew how to have a good time, what with rape and pillage, epic beer fests of Wagnerian proportions and board games. It's true! Apparently your average Sven liked nothing better than taking his foot to a Saxon's face, wiping the puke out of his beard, and settling down to a quick game of King's Table.

This ancient game has now been souped up as *Ragnarok*, although there's still an option to play it in its original form. On a squared-off board, the idea is for the white forces to get King Odin from the centre to one of the corners, while the black forces of darkness do their best to stop him.

Ragnarok differs from the original by having pieces with special moves or abilities, so they can move diagonally or to more places than the normal 'Einherirar', or pawns to you and me.

Although the board looks just like, well, a board really, the battle sequences liven things up with amusing animated sequences. Obviously you can play a friend, but you could do that with an actual board version, so *Ragnarok* supplies an entire pub full of suitably Nordic opponents, each with different playing styles.

I'm not too sure about the reasoning behind converting board games to video games. It's a question which also arose with *Clue* and *Monopoly*. Having said that, there is in-depth fun a-plenty, but at the end of day, *Ragnarok* still costs a lot of dosh for a board game.

ADRIAN PRICE ■

This gang is wanted in connection with a burglary in New Malden in which cash and valuables worth a total of £9 were taken from a bat.

You're expecting a caption like "Come on if you're hard!" But GamesMaster isn't so predictable. Instead, we'll put "Sploooosshhh!"

GRAPHICS
Great intro sequence and suitable 'vikingy' main screen (complete with bread roll) with neat battle sequences.

SOUNDS
Average sounds get an oh-so-average mark. Not much else to be said really.

PLAYABILITY
Easy to get into, hard to stop playing. The emphasis is on brain-melting thought rather than hammering fire buttons.

LASTABILITY
There are enough opponents for beginners as well as grand masters. If you're into strategy, this one will do you proud.

OVERALL

The combinations of opponents and game pieces make for a good variation in gameplay, and although the animated sequences are fun, the sort of person who'll like this will probably find them intrusive. Simply because, like chess, it's a simple idea masking a complex game. It'll appeal to the thinkers rather than the blasters. It's expensive for what it is – if you like strategy games, you'd be better off getting an actual board version of King's Table.

ADRIAN ■

JUDGEMENT 73%

FATAL FURY

FOR - MEGA DRIVE
FROM - TAKARA
AVAILABLE - NOW
PRICE - £39.99
MEMORY - 8MBIT
STOP ■

This one has been converted from machine to machine so many times, it's actually transformed into a completely different game. At its source (Neo Geo) it was a beat-em-up. Now, it's a rather dull strategy game in which you must use careful planning and battle strategy to repel an invasion of your fictional country.

It has somehow managed to retain a sliver of its original identity and, if you bought Issue 3 – then you'll have chortled with delight at our illustrious editor's review of the SNES version, in which he said he liked it – sort of – but it wasn't as good as *Streetfighter 2*, the characters didn't have enough 'weight' on them and, overall, it was a tiny bit rubbish, really.

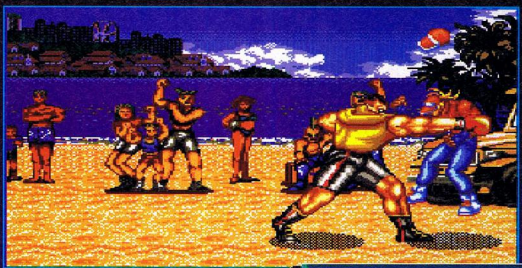
Fatal Fury features the combined head stoving-in talents of Andy and Terry – the brothers Bogard, and their best mate, Joe Higashi. The plot is standard beat-em-up business – visit a bunch of locations, kicking in all the henchmen of the big boss... before braving a final confrontation with the boss-chappy himself.

There are two basic game-paths. The first is the "story" path – in which you control one of the three major characters as he battles through to the dastardly, mega-hard, erm, dude – Geese Howard. This choice is occasionally interrupted by snatches of storyline and character conversations. The second path is the vs option – in which you can select any of the in-game characters and fight either a mate or a previously selected computer-controlled player.

It's very standard and never, ever exerts too much of an addiction-hold over the player. The special moves are awkward to access, (the characters are still a bit light and fluffy, as opposed to weighty and solid) and it doesn't play properly (there's an unsuccessful attempt to split the playfield into two horizontal planes). **ANDY LOWE** ■

Levitation (a severely underrated band, actually) is one of the features of *Fatal Fury*. Er, no it isn't. A rather pathetic "joke", really.

Hmm. It's a bit like that geezer from out of *Body Blows*, isn't it? Mike – I think his name is. Look on Page 64 if you don't believe us.



Unfortunately, I'm unable to write a caption in this space – due to the fact that I'm suffering from severe writer's block. Sorry about that.

.GRAPHICS

Generally well-drawn and animated, with some nice touches Some pert and quite cute backdrops.

SOUNDS

I'm sorry, I can't really remember anything about the sound. Quite telling, really. I'll give it six. I got a cheque in the post today.

PLAYABILITY

It doesn't have the instant appeal of *SF2*. The moves are limited and frustrating to execute.

LASTABILITY

Pretty dismal. Although this genre of game is wildly popular, it doesn't follow that all the versions will hold your attention.

OVERALL

An anaemic and ultimately unsatisfactory experience. A low level of violence and some distinctly unwell and frustrating game design. If you want a decent beat-em-up for the Mega Drive, then get a copy of *Streets Of Rage 2*. Now.

ANDY ■

JUDGEMENT 55%

If you're hard, you fly to your target blindfold, and bomb it using your teeth, smash your... (*We're not being that hard this issue.* – Ed).

"Enemy attack vessel in our sights, sir!" "Open fire! All weapons! Dispatch war-rocket Ajax to bring back his body." "Flash! Flash, I love you!

FOR - GAME BOY
FROM - MICROPROSE
AVAILABLE - MAY
PRICE - £24.99
STOP ■

F-15

Golly jeepers. *F-15* on the Game Boy. It's not a machine you normally expect to see complex vector flight sims on, is it? But let's not be hasty. Let's play the game and see what we think. Let's be, as Jim calls it, professional.

MicroProse have done about everything they can to make this a full sim. It's got a slightly simple feel to it, and the aircraft handles like an arcade space fighter, rather than a sophisticated jet simulation.

But there are loads of features. SAMs, air-to-air missiles, MiGs, cannons, decoys and threat radars are all proudly here, and – lots to see and do. Like the game's 16-bit big brothers, you get to carry out increasingly tougher missions, whilst earning yourself points, medals and promotions. There are three skill levels and you even get to do take-offs and landings from a carrier.

There's a save game code system and you might just find yourself using it. You see, *F-15* is actually a lot of fun. It's quick, it's intuitive and if you fancy getting into the thick of the fighting, you'll have a great time. The graphics are okay, and the addictiveness is there. So it's not a real sim, but it's a pretty good laugh and worth a look. **JAMES LEACH** ■

OVERALL

It sounds a bit, er, ambitious, but then they said that Stonehenge couldn't be built, didn't they? And also that Silbury Hill would never be completed.

So if you fancy an involved, manic 3D blast, why not pop round to your local blacksmith and tell him he's a poncey weed wearing a big girl's apron? Or buy this.

JAMES ■

JUDGEMENT 82%

Hey! Doesn't that ball look like a little smiley head? Look. You can see his little eyes, a cute little mouth and even some sweet hair.

Ha! There he is again! I think I'll call him Anthony. He can be my special friend, who will come whenever I give a secret whistle.

FOR - SNES
FROM - JALECO
AVAILABLE - MAY
PRICE - £45-£50
STOP ■

SUPER GOAL

Hello and welcome to what is the first truly interactive review in GamesMaster. Simply follow the instructions in asterisks for a fuller, rounder reviewing experience.

Eh, Brian, *insert football cliché*. Still, never mind. Doesn't the SNES need a brilliant football game? Yes. And this isn't it. Don't get me wrong, it isn't bad, but for the sort of *insert slang word for money* you'll fork out, it's really not up to the job.

Technically there isn't much wrong with the way the game plays, but it isn't very sophisticated. In fact it's as simple as *insert name of dense celebrity*. The computer-controlled teams are faster than you (if the team is a good one) or slower, but their tactics don't tend to vary. Ha! Reminds you of *insert something that doesn't vary much*.

The graphics are smooth, as you'd expect, but they don't stretch the SNES to its limits. *Insert joke about stretchy things*. Likewise the sounds. The metal-on-metal clunks for each kick are bizarre, and hint at a ball constructed of aluminium or something.

There's a World Cup tournament to enter, as well as friendly matches between any teams you want, and of course you can have a two-player effort as well. *Insert pithy comment about having no friends*.

So the whole thing isn't a dead loss, but it could have been so much better. There just isn't enough depth to *Super Goal*. It sounds a daft thing to say about a footy game (*insert sarcastic Ed comment, patently written by reviewer*), but if the teams were a bit more intelligent and there were more options, it'd be fab. **JAMES LEACH** ■

OVERALL

I'm beginning to wish I hadn't embarked upon this interactive reviewing lark. now. I don't think it's worked. Never mind. Hmm. *Super Goal* can't slag it for being poor because it isn't. But you get the idea it could have been better, with more added. Still, Brian, it's a football game, so we'll give it 101% (*Insert a goal-post into James' bottom immediately. Ed*).

JAMES ■

JUDGEMENT 76%

REVIEW

People often ask what exactly makes a short? Well, it could be like our art bod Lam, i.e. not a very tall person, but that would be too much like a pathetic attempt at humour at someone else's expense. It could be an alcoholic drink but no-one here partakes in alcohol (apart from Andy who drinks like a demon). So it must be a game that fits into one of the following categories... It could be a game so naff and unbelievably bad that it never warranted a bigger review. It could be a game that looks so incredibly complex and hard to understand that everyone looks at it and says, "Er, I'm busy at the moment" when it comes to reviewing it. Unfortunately being a multi-format mag means that there are some titles that we can't give as much space to, but don't worry you'll find them all here, somewhere.

***Lethal Weapon* – more like wimpish tool. I can't remember flame throwers in the movies.**

Let's begin this month with some rock hard heroes. The **Two Crude Dudes** **(Mega Drive)** burst onto the scene with their official UK release. Unfortunately *TCD* has been out for over a year on import so the impact has been softened somewhat. It sounds like a game that could feature Andy and Les, although it is in fact a fairly average beat-em-up featuring two beefy heroes who walk around duffing everyone up. Occasional interaction with the scenery manages to lift this above tediousness, just. But with all the other exceptional combat games out there, this just doesn't cut the ice any more. **61%**.

As far as heroes go, you don't get much more heroic than Bond, **James Bond – The Duel** **(Master System)**. It is practically identical to its Mega Drive sister version. It's packed with 16 levels and features all the bosses and bad guys from the movies (well most of them). This is one of those rare games (along with *Sonic* and *Sonic 2*) which suits the 8-bit Master System more than the Mega Drive. It's a little easy, but it's still worth a look. **75%**.

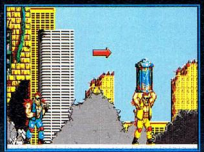
More heroics with **Mega Man 3** **(Game Boy)**. The diminutive mechanical hero has had enough of kicking butts on the NES and is partaking in a very successful crossover to the Game Boy. All the attention has been focussed on the gameplay, so what you get is a superbly playable game with very little sound and some sharp graphics. The challenge is there but it is dead easy to get into. A dead cert hit **80%**.

As if that wasn't enough, every girl's hero Mel Gibson makes his video game debut in **Lethal Weapon** **(SNES)**. The game is supposed to be based on all three films, but if it is, then it is very loosely based indeed. For a start the films were good, and this isn't. Poxy graphics and some irritating quirks to the gameplay make this very frustrating. Stick to watching the movies. **46%**.

Moving quickly on from heroes, we come to what can only be called a complete non-event starring anti-hero Macauley Culkin – **Home Alone 2** **(NES)**. To quote one of GamesMaster's more forgiving writers it is, "another utterly dire and uninspiring film license taken from a dire and uninspiring film featuring probably the most loathsome and odious, not to mention obnoxious, child actor ever to slither smugly across the screen." Andy really does have a terse turn of phrase, don't you think? In the game there's nothing to do, nothing to explore and nothing new whatsoever. Altogether a pointless game to waste money on. **35%**, but that's being generous. Cute, childish and naff.

All that kind of links us rather nicely, and why not, to **Harley's Humoungous Adventure** **(SNES)**. It's got cute graphics, childish gameplay and is very naff. You have to negotiate platforms and household items to piece together your shrinking machine (smacks of Honey I Shrunk the Kids – another pathetic film) so that you can grow back to being big again. Take our advice – don't bother. **27%**.

From the unbelievably crap to something a little better. Lynx owners can now get their teeth into **Dinolympics**, which is basically



They're crude, they're dudes, and there's two of 'em. That makes them the Two Crude Dudes. Inspired caption, eh?

He doesn't look much like Connery, Moore or Dalton, but James Bond is still an all-round super-hero on the Master System.

SPACE HOPPER

One of the more superior games that has appeared is **Bucky O Hare** **(NES)**. The intrepid space pilot and captain has to solve puzzles on four worlds in order to save the universe from aliens – you know the sort of thing, I'm sure. It's fairly difficult and should provide more than enough challenge for most people. **84%**

Bucky O Hare, righter of wrongs, ultimate good guy and, alright, he's a hare who flies in space.

Solve this then, you pesky rabbit. How do you turn one rabbit into two equal servings of rabbit pie?

SOFTWARE PIRACY

Piloting space ships is dead wimpy compared to piloting pirate ships like those in **Pirates** **(NES)**. Taken from the classic Microprose simulation, this has to be one of the best releases in a long time on the NES.

No-one is safe on the water as you and your marauding band of ruthless henchmen raid ships, attack towns, and basically prove yourself to be a pain in the ass for all the god-fearing folk around you. Great depth of gameplay and well worth a look. **89%**

***(One pirate caption and you're out.* – Ed). Ah ha Jim lad.**

Ah ha, yo ho ho and a bottle of... *(I warned you.* – Ed).

SHORTS

Harley's adventure may be humoungous but it's also a bit on the cack side.

***G-LOC* – why, why, why, why, why, why, why, why, why, why, why, why did Sega release this?**

***Sylvalion* – another naff blast that gives *Alien Vs Predator* a challenge for the worst game award.**

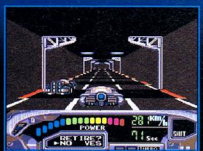
***X Zone* – let's hope you're not one of the people who bought a Super Scope this year.**

Humans on the handheld. The 16-bit versions proved to be a little sluggish, but this could well be the definitive version. *Humans* owes more than a passing nod to *Lemmings* and apart from the harsh timing on some of the higher levels it is a great translation. **80%**.

From running the human race to something a little less ambitious. **A-Train (Amiga)** is a cross between *Sim City* and *Railroad Tycoon*. You get to run a railroad of your own. And let's face it you couldn't do a worse job than British Rail are doing at the moment. You have to handle all the elements of planning and running the railroad. Although this game is pretty complex and daunting it is surprisingly easy to get into and well worth a try. **82%**.

If companies were given awards for the most out-of-date releases, then Sega would surely clean up with the release of **G-LOC (Mega Drive)**. There has yet to be a version of this game that has turned out to be any good and this definitely isn't the one to break the mould. You could play it with your eyes shut and still have as much success as you could with them open. A sure-fire candidate for one of the worst Sega games ever. **21%**. Come to think of it this award is going to be a close run thing.

Giving *G-LOC* a real run for its money is **Outrun 2019 (Mega Drive)**. It's the third or fourth in the series and they've all been basically the same. There are only four cities which you can race around and it's all very tedious. A five minute wonder if ever there was one. **30%**.



Looks just like every other *Outrun* game, and they were all completely rubbish as well.

The Mega Drive is not the only system with contenders for the crap game award. **Sylvalion (SNES)** comes top in coming bottom. You control a dragon and fly round a series of similar tunnels shooting stuff. Again, complete trash. **18%**.

Cute is also playing a big part in Review Shorts this month. **Flying Hero (SNES)** is a vertically scrolling blast with a sense of fun. At least we assume it's supposed to be fun, because it's hard to take a game seriously when it features a young boy with wings flying around shooting monkeys and lots of furry creatures. If it is serious, it's bound to have the animal rightists up in arms. It's all very run-of-the-mill. **68%**.

Titus The Fox (Game Boy) couldn't really be anything but cute if it tried. It is a fairly standard platform game for the Boy featuring 17 levels of disgustingly cute action. Two players can link up and help each other, but does anyone ever really do that? **67%**.

The ultra cute continues with **Creatures (Amiga)**. Converted from the old C64 you play a furry creature who has to travel round rescuing other furry creatures. Mm, very appealing. Unfortunately it is just another bog-standard platform game, with the emphasis on bog. **60%**.

Nintendo's Super Scope has hardly had the huge mountain of games that you would expect. The latest is **X Zone (SNES)**, and it's not very good either. Things come on screen, you shoot them, I think that spells it out. Lots of zoomy Mode 7 stuff but it's still not that impressive. It's the kind of game that makes you wish that your parents had bought you the *Streetfighter* pack for Christmas instead of the Super Scope one. **54%**.

The SNES gets two baseball games this month, but **Pro Baseball League (SNES)** is probably the best baseball game yet. The graphics are cartoony and the whole game is just fun to play. It's fast enough to be exciting, but slow enough to be possible to play. **79%**.

From sports to puzzle games now, with the same game on two formats, neither being very good. **Wordtris (SNES)**, is basically *Tetris* with words. Letters fall down and you have to arrange them into words, extremely tedious on the SNES and the idea doesn't really work. **31%**. Same goes for **Wordtris (Game Boy)**, you get *Tetris* with the machine, so why you would want this as well remains a mystery. **32%**.

Enough of the brain power. Let's head for some all-out violence. Why use your brain when your fists and your feet get more direct results. **Renegade (Master System)** is a cut-down version of *Streets of Rage*. The graphics are a little disappointing, but the gameplay is kind of fun. However the novelty soon wears off and it turns into a poor attempt at a beat-em-up for the ageing Sega. **45%**.

How about blowing the hell out of a bunch of aliens? Try **Burai Fighter (NES)**. It's big, it's tough and the aliens just keep on coming at you. *Burai Fighter* has to be one of the best blasts out for the NES. **83%**.

Now that we are coming to the end of this month's round-up, let's sit back and relax with some gentle water sports. **Wave Race (Game Boy)** is a racing game with a difference, it's all set in water. It's more fun in four-player mode, although as a one-player game it's still more than okay. There is a battery back-up, so you can save it as you're going along. There are better racing games out there but this is well worth taking a look at... **80%**.

DETAILS

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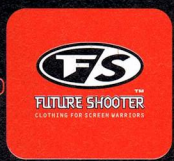

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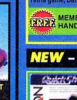

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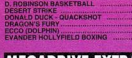

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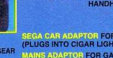

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AMIGA FORMAT

On the coverdisk you'll find a game written by the winner of TV GamesMaster's AMOS compo. It's called CHARLIE CHIMP, and it's well worth a look. There's more monkeying around with a review of CHUCK ROCK II, and you can also get the lowdown on DESERT STRIKE. PLUS: there's a huge feature on the Amiga and Cyberpunk. What's it all about then? Find out from the world's biggest-selling Amiga magazine.

SEGA POWER

The first proper flight sim comes to the Mega Drive. What is MiG29, and is it worth getting excited about? You could ask the same question about Mega CD. Sega Power uncovers the beast and gets pretty excited. The big review is a mammoth platformer called COOL SPOT, and there are guides to SONIC 2 on the Master System, and GADGET TWINS. Sega Power would just like to say that it's brilliant.

AMIGA POWER
A MAGAZINE WITH ATTITUDE
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The superman smorgasbord and the terrible T-Rex
DAM GOOD! THE BEST DEMOS BY FAR!
NEW IMPROVED ALL-TIME TOP 100!
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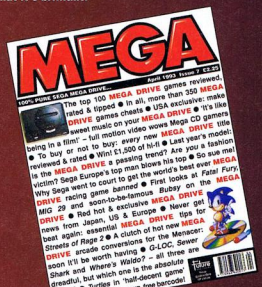
AMIGA POWER

It's that time again. The all-new top 100 Amiga games of all time. Which game will take the crown? It's a special souvenir issue for all lovers of Amiga games. So, what else is there? Well, reviews of DESERT STRIKE and FLASHBACK have put the mag in a violent mood, so watch out for a feature called KILL KILL KILL! You'll know it when you find it...



MEGA

JUNGLE STRIKE, the follow-up to Desert Strike is previewed in all its glory. And Mega takes a long look at the Mega Drive Virtual Reality Headset, due for release later this year. Up for review are TINY TOONS, MUTANT LEAGUE FOOTBALL and for fighters there's FATAL FURY. And if you're looking for tips, you can't go far wrong. Look out for the solutions to SPIDERMAN and WORLD OF ILLUSION.

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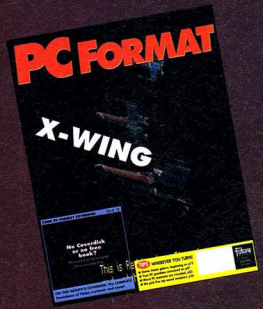

PC FORMAT

Just wait until you see X-WING. This is what space style shoot-em-ups are all about, brought to life by the power of the PC. Also reviewed is an adventure called SHADOW OF THE COMET, plus DOGFIGHT and Ocean's great charity release SLEEPWALKER. There are two disks on the cover with bags of useful software, and a demo of the isometric killing game SYNDICATE.

THIS MONTH'S SPECIAL!

TOTAL!

The magazine for all Nintendo owners has gone Mario nuts. As well as an in-depth feature on just about everything to do with that plumber fella, there's also a free badge to be had. And a guide to SUPER MARIO LAND 2 on the Game Boy.

PLUS! A review of one of the most original games this year – THE LOST VIKINGS on the SNES. Find out all about it, and catch some stuff about the brilliant ALFRED CHICKEN on the Game Boy, as well as SUPER SPORTS CHALLENGE on the NES.

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We go berserk over Super NES Lost Vikings! Win a Sony TV plus SNES – page 22!
Revealed! Nintendo's Super NES CD-ROM system!
FREE MARIO BADGE
GAME BOY!

ST FORMAT

There's some great news for ST owners, with bags of new software on the way. For hardened games players there are reviews of the absolutely stunning CIVILISATION, as well as NIGEL MANSELL, NO SECOND PRIZE and HARRIER ASSAULT. Platform games come in for some scrutiny in a special feature, and there are three wonderful games on the coverdisk.

SUPER PLAY

In Tokyo, Japanese role-playing games are outselling the likes of STREETFIGHTER II. People are getting mugged to get hold of these. Find out what the big deal is in the new Super Play. PLUS: reviews of ADDAMS FAMILY 2, STARFOX and BATMAN RETURNS. And there are player guides to BART'S NIGHTMARE and MICKEY'S MAGICAL QUEST. Stay on top of your SNES.

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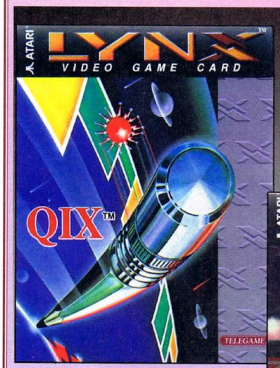

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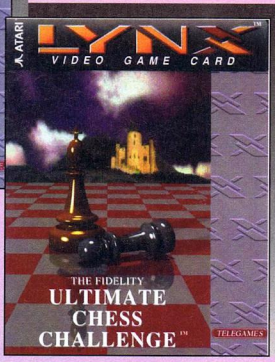

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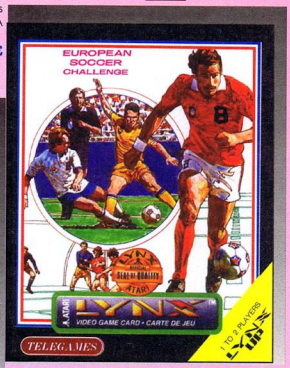

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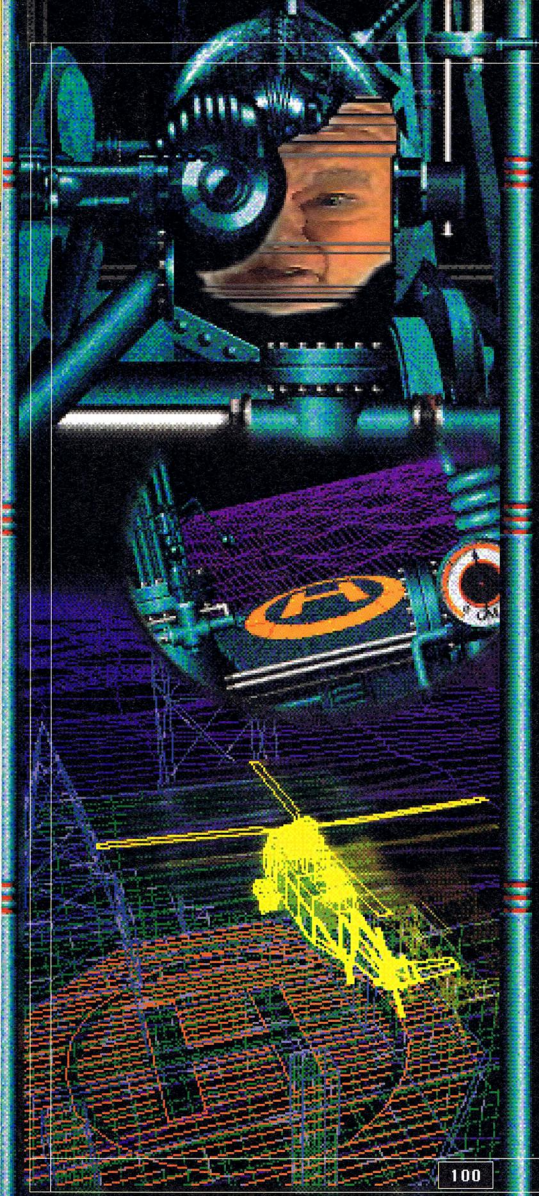

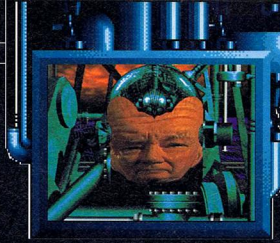

GREETINGS!

And welcome to my domain. Here, I'm pleased to be able to tell you, you will find nothing but the most informative and downright useful tips ever presented in magazine form. Personally, I would imagine that you will be pleased to have the opportunity to actually learn something, since the rest of the magazine now seems devoted to making stupid jokes, but then that's just me.

Don't forget to send your tips, cheats and maps in to me at:

TIPS ZONE - GamesMaster
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Each month, senders of the most pleasing selections of tips will receive a healthy boost to their games collection in the form of £100 of carts.

Now then, let's see what my team of helpers have assembled for your enjoyment this month.

ACTION REPLAY / GAME GENIE CODES **116**
Make the most of your latest games with this selection of codes for the internationally famous cheat-carts. Become invincible! Jump higher! Live longer! Do all the other stuff it says you can do on the advert!

CHAOS ENGINE .....AMIGA **105**
The Bitmap Brothers blast back! And here's your chance to blast back at them, with our exclusive maps of levels one and two and other invaluable character cheats.

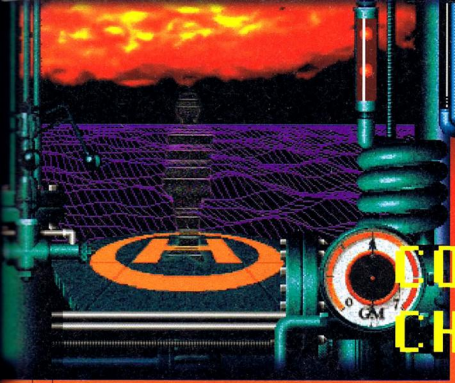
CONSOLETATION **101**
The month's most tricky yet interesting problems answered by the GamesMaster himself.

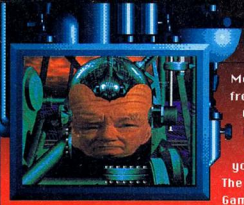
CYBERNATOR .....SNES **113**
You might be rock hard once you're in your assault suit, but you may still need some assistance dealing with the multiple maniacs which this SNES stormer will throw at you. Help is, as you really could've guessed, at hand.

STARWING .....SNES **110**
It used to be called *Starfox*, and now it, er, isn't. But whatever you call it, this is Nintendo's biggie of 93, and it's brilliant! And we know all the secrets!

STREETFIGHTER 2 .....SNES **102**
Oh, alright, alright. This is absolutely, positively and definitely the last *Streetfighter* tips special we'll ever do. Well, until the next one, maybe.

SUNSET RIDERS .....MEGA DRIVE **108**
"Yee-", and indeed, "haw!" Having difficulty in the rooting, tooting shoot-em-up from Konami? Well eat your grits and dang your britches if we haven't gone and done the most dagnabbitingly incredible tips your Mega Drive has ever seen in tarnation, or something.



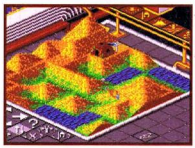


Most gracious greetings from the Consoletation Chamber. Yet again I've returned to soothe your furrowed brows. Send your questions to me at – The Consoletation Chamber, GamesMaster, 30 Monmouth St, Bath BA1 2BW.

CONSOLETATION CHAMBER

SUPER NES

DEAR GAMESMASTER,
I would be really grateful if you could help me out with a game. The game in question is *The Addams Family* on the SNES. All I need is a few codes or something to help me get a little further in the game.
Joe McAllister, London



See this little mud hut. That's your house that is and see those... (*That's enough of that.* – Ed).

Hmm... *The Addams Family*, eh? Try this. If you enter the code 11111 at the start of the game then you'll be awarded with 100 lives, but be sure not to pick up an extra life until 99 lives are left.

DEAR GAMESMASTER,
I've heard that there is a special technique on *Super Mario Kart* that will allow me to get an ultra-quick start. Please could you tell me how to do it.
Christopher White, Aberdeen

To get the head start on the field follow these instructions. When you're on the starting grid, press button B half a second after the first light comes on. Keep it pressed down until you race off into the distance.

MEGA DRIVE

DEAR GAMESMASTER,
I have the game *Populous*, but, due to my lack of skills, I can't get to the later levels. Do you have any cheats?
Shane Morgan, Newcastle

Well, I'll give you a few codes – but I really don't think your skills will be up to the standard required to deal with these levels.

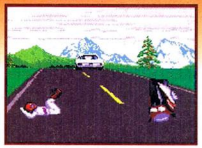
Level 400	**BADMEILL**
Level 425	**BURIKEPIL**
Level 450	**JOSYMAR**
Level 475	**MINCEME**
Level 494	**WEAVUSPERT**

DEAR GAMESMASTER,
I spend all day and most of the night playing *Road Rash 2*, but my greatest problem is that I'm no good at it. Please can you give me any codes to put me on the later levels?
Chris Banks, Poole

Right, here are a few codes which will give you instant access to the later levels.

Level 3	**0GTN JANM**
Level 4	**0IM7 CB06**
Level 5	**0N0P LS01**

Also, if you want the 'Wild Thing 2000' bike, follow this little procedure. At the start, hold Up, A and C and press Start to get into the game. You'll now have the best bike and infinite nitros.



This is famous racing enthusiast, Scott, coming a cropper. And he still finished the race.

DEAR GAMESMASTER,
Can you give me all the Mega Drive cheats ever?
Luke Warm, Newport

***No.* You didn't even say please, now did you?**

AMIGA

DEAR GAMESMASTER,
I've just got an Amiga and with it the game of *Sleepwalker*. While it's a great game, it's also quite difficult. Can you help me, oh reverend master?
Paul Allan, Norwich

Oh reverend master. Yes, yes, all right, here is a little (ahem) cheat. Type in: DING A DING DANG MY DANG A LONG LING LONG (all one word without any hyphens) and when you press Return, you can skip levels, and Tab will top up Lee's energy bar.

DEAR GAMESMASTER,
Will you put me out of my misery? I've been playing *Flashback* for days and don't seem to be getting anywhere. Can you help me?
David Elsdon, Penzance

I have some level codes for you.

Level 2	**TOIT**	**Level 5**	**SCSI**
Level 3	**LYNX**	**Level 6**	**GARY**
Level 4	**ZAPP**	**Level 7**	**PONT**

These should keep you occupied.

AXELAY (SUPER NES)

Now you can play with invincibility on any level you like. This incredible phenomenon is demonstrated here by the Axelay ship and its crew member Mr RJ Jenkins of Slough.

DEAR GAMESMASTER,
Please could you help me on *Axelay*? Are there any cheats for a level or weapon select?
Andrew Oakley, Normanton

Indeed. I have a level select tucked up my sleeve (from Andrew Harvey of Durham), but not a weapon select. On the title screen where it says Set-Up and Start, repeatedly press Up and Down until the stage number appears in the bottom left-hand corner of the screen. And another tasty morsel is for invincibility. Press Start twice during the game, wait for a second then press Start again. Now press Select, Up, Down, Left, Right, Y, B, X, A. Then unpause the game.

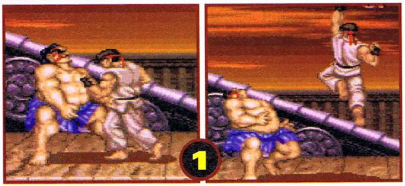
If you've done this properly your lives will be replaced by the word Mutek.

STREETF

COMBO FRENZY

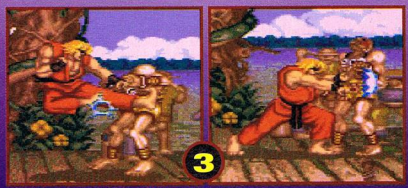
As a sort of sequel to the Level 7 guide in Issue 3, and in an attempt to satisfy your insatiable demand for ever more slaggy and satisfying combinations of moves, we present the ultimate *SF2* combo guide. Transform previously confident and well adjusted friends into disbelieving, quivering wrecks with these well researched tactics for some of the more, ahem, advanced players out there... as discovered, compiled, tested and handed down the generations by Andy Lowe, and our resident *SF2* allcomer challengers Gary Blake and Gavin Dereck.

KEN AND RYU



PUNCH/DRAGON.
Move in close and begin to execute the dragon-punch motion (towards...). Now, as you pull down on the joypad, hit any of the punch buttons (preferably fierce) and finish off the dragon-punch. Ken/Ryu will execute the punch, followed instantly by the dragon. This is a devastating combo and is well worth practising.

PUNCH/FIREBALL.
Hit any punch button at the same time as performing the fireball movement. You should perform a punch followed instantly by a fireball. Tap the button a couple of times to make this a little easier.



PUNCH OR KICK – PUNCH/FIREBALL.
Jump towards your opponent and, instead of aiming your kick/punch at their head, wait a while and direct a blow to their midriff. Now, as you land, it will be a lot easier to follow up with an immediate Punch/Fireball combo.

SWEEP/FIREBALL.
Position yourself within sweeping range and perform a medium sweep, immediately following through with the fireball movement. This is quite a fluid movement which requires quite a bit of practice. Again, it's best to practise this sort of fluid, two-stage combo with either an extremely tolerant friend or with the joypad jammed into the down-block position.

PUNCH OR KICK – SWEEP/FIREBALL.
Follow the instructions for (3) but follow up with the Sweep/Fireball combo. This combo can be made even more devastating if, as your opponent reels from the fireball, you walk towards him, tapping medium punch. With a bit of luck, you'll grab him for a throw.

PUNCH/KICK – PUNCH/FIREBALL OR PUNCH/DRAGON.
Jump in and hit your opponent as late as possible (on the back of the head) with a medium or heavy punch/kick. Follow this through with a Punch/Fireball or Punch/Dragon.

Try swapping the fireball for a hurricane kick occasionally.

...AND THEN, THERE MUST BE SOMEONE OUT THERE WITH A MATE WHO LOOKS LIKE GUILE, OR AN UNCLE WHO LOOKS LIKE ZANGIEF. STREETFIGHTER 2 LOOKALIKE PHOTOS, PLEASE...

GHTER 2

GUILE

PUNCH/SONIC BOOM.
Charge up a Sonic Boom. When within punching range, quickly hit any punch button and follow through with the Sonic Boom movement. To ensure the most effective combination, punch with the joypad centred.

BODY SPLASH/MEDIUM KICK.
Jump in with a Body Splash (pull down on the joypad and repeatedly hit medium kick). Immediately follow through with a medium kick double-hit. This is a re-dizzy combo so repeat it whenever you get the chance.

PUNCH/FLASH KICK.
Charge up a Flash Kick. When opponent is in punching range, execute a jab or medium punch followed by the Flash Kick. To perform this combo using fierce punch, the joypad must be centred when hitting punch.

JUMPING PUNCH/HUNDRED-HANDED SLAP.
Jump in with a late jumping punch. As you hit punch button and connect, repeatedly tap the button. As you land, kick into the hundred-handed slap. Very effective with the opponent trapped in the corner.

PUNCH OR KICK/SONIC BOOM.
Jump to your opponent and charge diagonally down (for Sonic Boom or Flash Kick). Execute a flying kick or punch as late as possible and follow through with punch, punch, Sonic Boom or punch, punch, Flash Kick.

CHUN LI

ULTRA-SLAGGY TECHNIQUE.
Walk to your opponent and repeatedly tap the medium punch button. Chun Li is so fast, she can win a round just by throwing her opponent repeatedly. Keep walking towards the enemy and ignore his/her blocks.

E. HONDA

MEDIUM KICK/CROUCH PUNCH.
When your opponent is stunned, get up close and hit medium kick for an initial two-hit attack. Hold down crouch and follow through instantly with a downward hard punch.

PUNCH/KICK/PUNCH.
Jump in with any punch followed by a downward medium kick. Push into your opponent and immediately follow through with a (hopefully) dizzying standing hard punch.

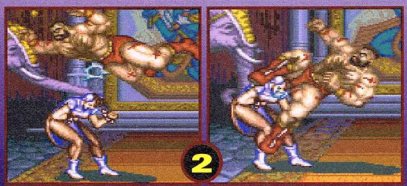
DHALSIM

FIERCE KICK SPEAR INTO YOGA NUGIE.
Jump towards your opponent and fly in with a Fierce Kick Spear. As you connect (whether the move is blocked or not), repeatedly press Medium Punch for an instant Yoga Nugie.

FIERCE KICK SPEAR TO YOGA NUGIE/SLIDE OR REPEAT.
Repeat (1) and, as your opponent shakes out of or reels back from the attack, slide in to knock him over again or repeat from the beginning of (1). Vary the third part of this combo to confuse your opponents. Stick to the slide if faced with opponents with good dragon-punching abilities.

ZANGIEF

BODY SPLASH INTO FLOOR SWEEP.
Jump towards your opponent and flatten him with a Body Splash (fierce punch). Immediately duck down for a fierce floor sweep.

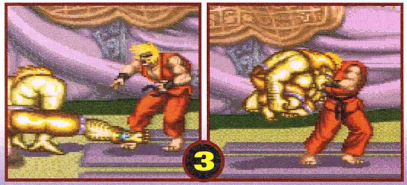


BODY SPLASH INTO DOUBLE-HIT KICK.
Same as (1), only follow up the Body Splash with a standing Double-Hit fierce kick. Vary this combo with jab punches or quick standard or spinning Piledrivers. After the Body Splash, it's also possible to push into your opponent (with medium punch) for the Stomach Pump moves.

BLANKA

TRIPLE-HIT REDIZZY COMBO.
Blanka has some excellent combos, and this is probably the easiest and most humiliating. Jump in and immediately charge back and down (as with the Guile combos). Hit the opponent high with either a fierce punch or kick and, as you land, crouch down for a medium floor kick. Now release the charge and push forward for a fierce Rolling Attack.

SEVEN STAGE COMBO.
Follow (1) and, after the Rolling Attack section, move in for a head bite and, as your opponent comes out of the bite, repeat the triple hit combo from the beginning. With an unsuspecting opponent, it's possible to wrap up a round with 89/90 seconds to spare.



MEDIUM KICK INTO ROLLING ATTACK.
Sit charged and, as your opponent jumps in short, hit him with the medium kick and immediately follow through with the roll.

FOUR HIT COMBO.
Jump in with a hard punch and follow through with a standing medium punch and crouching medium kick. Particularly devastating if the first hit connects as the others are unblockable. All of Blanka's combos are effective and variable. Experiment with different punches.

THAT'S IT. DEFINITELY NO MORE STREETFIGHTER 2 COMBOS OR PLAYER'S GUIDES. ER, MAYBE.

THE CHAOS ENGINE

THE CHARACTERS

Character	Cost	Weapon	Specials
BRIGAND	2750	Rifle	Shot Burst Molotov Attract monsters
MERCENARY	2750	Gatling Gun	Bomb Mines First Aid
GENTLEMAN	2500	Flamer	Map Attract Repellant Party Power
NAVVY	3000	Cannon	Dynamite Shot Burst
THUG	3000	Shotgun	Molotov Air Burst
PREACHER	2500	Lightning	First Aid Map Shield Freeze

THE CHARACTERS

The Navvie and the Thug are the two most powerful characters. They move slowly but have powerful weapons and a few destructive specials. They can take a lot of hits before being killed, but are relatively stupid and not much use as computer-controlled characters to begin with. The Brigand and the Mercenary are the best all-round characters. The Gentleman and the Preacher are relatively weak. They can only take a few hits but are very fast moving and intelligent. They come with a wide range of useful specials.

For the novice player it is best to select either the Brigand or the Mercenary as the human controlled player (HCP), and either the Gentleman or the Preacher as the computer-controlled player (CCP). The Navvie is a very strong player to choose as the HCP but he moves slowly.

In a one-player game all the money collected is split 50/50 between the HCP and the CCP, so you don't have to worry about who shoots what during play. If he dies, you will have to pay for him to be resurrected, so it's best to share out power-ups and such things fairly so he stays alive. In the game the CCP's actions can be influenced by the HCP. It is important to realise that CCP cannot see through the HCP, so will not run for things if you are blocking his line of sight. If he has nothing better to do, the CCP will always attempt to get behind the HCP, by a combination of moves and turns. The CCP will only move towards food if he has less energy than the HCP. He will collect it if he runs over it on his way to something else. The same is true of extra lives. He will not collect any object, no matter how much he needs it, if that object would affect the map or generate monsters. Therefore he will never pick up keys or the like.

The money is shared out based on what each of the characters does. Nodes and keys are important to collect. The last node, the one which opens the exit, is the most important , since you will be credited for opening the exit as well as activating the node. You are awarded points for collecting keys and activating nodes. Points are also awarded to the first player out of the exit. An extra life is awarded to either player, in either version of the game, for scoring a multiple of 7000 points. Whilst you are playing the game keep an eye out for background detail. Look out for shadows in the wrong place, rock pillars with faces on, a tell-tale geometric pattern of stones or something appearing on the edge of the screen. Things are not always as they seem, so do not be afraid to experiment.

Each character's weapon changes and improves when it's powered up on each level. The Preacher, being a Godly type, doesn't conform to this, so isn't included here.

	GENTLEMAN	BRIGAND	NAVVIE	MERCENARY	THUG
1	Normal	Normal	Normal	2 Bullets	2 Bullets
2	Damage	Damage	Damage	Damage	Damage
3	Damage	ST	ST	3 Bullets	3 Bullets
4	Damage	Damage	Damage	Spread	Spread
5	Double	Double	Double	Damage	Damage
6	Damage	Damage	Damage	4 Bullets	4 Bullet
7	Damage	DT	DT	Spread	Spread
8	Damage	Damage	Damage	Damage	Damage

KEY

STT – Single fire, bullets travel through monsters
DTT – Double fire, bullets travel through monsters
TTT – Triple fire, bullets travel through monsters
QTT – Quad fire, bullets travels through monsters
Note that the bullets from the Gentleman's gun (the Flamer) and the Preacher's gun (the Lightning) always travel through monsters.

WORLD1: LEVEL1 THE BEGINNING

As the name would suggest, this level provides a very gentle introduction to the game.

Shoot the first node that you come across to reveal the set of Silver Keys at 1. You must collect these keys to which then allows you through a gap in the trees immediately to the east, which, of course you will travel through. Collect the Gold Keys 1 to open the small, secret room immediately beneath you. Easy as pie, really.

WORLD 1: LEVEL 2 MUD RIVERS

Shoot the first node that you come across to reveal the set of Silver Keys at 1. Collect these keys to create a bridge across the mud immediately beneath you. If you collect the Gold Keys at 1, a pair of bridges will appear allowing access to the small island with Gold Keys 2 on it.

Note that the monster which patrols these keys can be shot from the safety of the main island. If you collect this set of keys, Gold Keys 3 will appear, these in turn will create a bridge immediately to the east of them, allowing you to enter the hidden area.

Pick up Silver Keys 2 to reveal the bridge to the west and allow access to the rest of the level. You are then faced with a choice by the narrow bridge which leads out to Gold Keys 4. If you venture down here and collect the keys, you must then retrace your steps and head north, having elected to take the top route up the narrow isthmus which is surrounded by small islands. This is the more hazardous of the two choices. If, however, you ignore Gold Keys 4 and continue around them to the south and east, by the time you have shot the node, the keys will have disappeared and you will have to take the bottom route to the final island.

The only way to exit the level is to shoot the last node which is down a pit at the end. This node may be activated by throwing an appropriate special weapon into the pit (like the Bomb) or collecting Gold Keys 5 which will complete the set of steps and thus allow the node to be shot.

If all this sounds a bit difficult, it's not. Well, not when you've got the game playing in front of you. Er, come to think of it, it is a trifle complicated. Not as complicated as 'who shot Nice Guy Eddie?' though.

WORLD 1: LEVEL 3 RINGS

After coming down the steps from the start position, you are presented with a choice of routes. You may either continue due east in relative safety past the trees, or head south to follow a parallel route past the rock face. The latter leads you past Gold Keys 1. These create a set of steps at point 3 which allow access to the top of the western side of the central ring. As you approach the stick of dynamite at point 2 you will be surrounded by beetles. Collect the dynamite to kill them all off and to reveal a circle of gold rings.

If you shoot the rock-pillar with a face, it will blow up, allowing you to collect Silver Keys 1, which open the central ring. Once through the ring, Gold Keys 4 will shut down the monster generator directly outside, so you won't have to shoot all the Lizardmen.

To get out of the next section you must collect Silver Keys 3. These open the room which contained Silver Keys 2, but by the time you get there, the latter have disappeared. There is no way that you can get this set of keys. If you shoot the node in this room, Silver Keys 4 will appear in the ring of stones outside the door. This set of keys will open the way forward. They will also reveal Gold Keys 5.

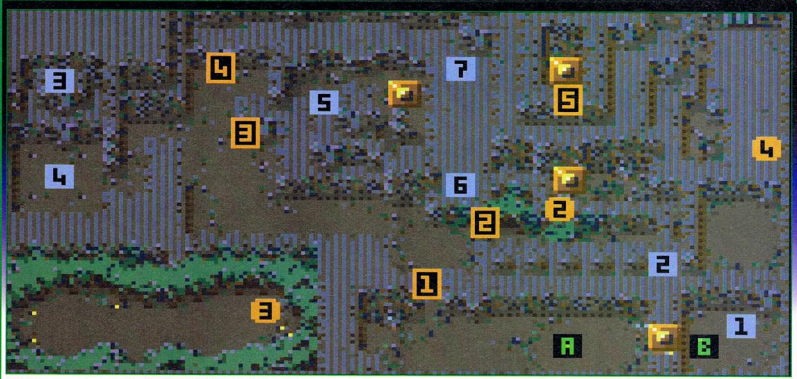
Gold Keys 5 open access to the secret area immediately to their west. Go all the way to the bottom of this area and collect Gold Keys 6. These change the middle pillar in the western column, at point 5, so that it has a face on it and can now be shot. Shooting this pillar will allow you access to the secret room to the east and Gold Keys 7. These keys, in turn, open the final secret room of the level at Gold Keys 8.

To leave the next section you must obtain Silver Keys 5. To do this, simply collect the gold ring which is to their north and west. This will cause them to disappear from the top of the wall and reappear within reach.

To reach exit A, you must first activate the node at point 6. This will reveal a coin, slightly behind you, to the east. Collect this coin and another will appear, again slightly to the east. After following this chain of coins, you will discover that the way to Silver Keys 6 is open; these create a set of steps up to the ledge and the exits.

If you have managed to collect Gold Keys 7, the wall at the extreme western edge of the ledge will be open and if you collect Gold Keys 8, a node will appear. Activating this final node will open exit B.

WORLD 1: LEVEL 4 THE ROCKIES



There are two start points to this level (A & B). Which is used depends on which exit you took from the previous level. Silver Keys 1 can only be collected if you begin the level at Start B. They create a set of steps which allow you out of the start area and into the level.

Collect Silver Keys 2 to remove the rock pillar which blocks access to the main section at point 1.

There is a secret area in the south western corner of the map, the one of only two areas of trees on the map. If you enter the gap in the trees at point 2, you will be teleported into this secret area and then, by collecting Gold Keys 3, you will open a similar gap which will take you back to your original location on the main map.

Collect Silver Keys 3 which reveals Silver Keys 4. The latter set of keys creates the stairs at point 3 which gives access to the central column. If you stand on the very top of this column, you can shoot the node on the rock pillar to the east and this causes Silver Keys 5 to appear. These keys create a set of steps at point 4.

As you continue along the rock ledge a number of beetles will attack you, collect the Bomb to shut down their generators.

When you pick up Silver Keys 6 another set of keys will appear just to the north. As you collect these, another set will appear and so on until you are led to the final set, Silver Keys 7, which create a set of steps immediately to their north.

The node at the bottom of the pit can be activated by firing an appropriate special weapon deep into the pit. If, however, you do not have such a weapon, you can collect the node activation token at point 5. This will, as expected, attack the node but will also create a large number of Thumpers, all of which will fire at that point. Having activated this final node, you may now progress down, round the corner to the east towards the exit.

Just before the final section, the way is blocked by two large rocks. You may shoot and destroy either of them, but not both (unless you are very quick).

There is a Gold Key (number 4) under the one to the east which reveals a set of steps down to the secret room to the south, immediately below you.

WORLD 2: LEVEL 1 MAZE

There are three metal pillars at point 5. Only one can be shot, so you can get either a First Aid Kit, a weapon power-up or an extra life looking left to right. It is possible to get more than one by hitting the pillars at exactly the same moment. In fact, it is possible to get all three with the right choice of weaponry.

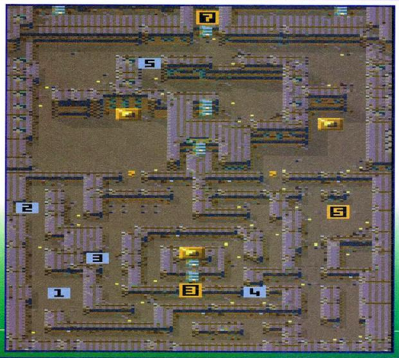
If you enter the room to the west of the maze (by any of the three entrances) you will be sealed in. At this point the pillar which is in the centre of the room will start to change. If you shoot it while it is completely smooth it will blow up to reveal Silver Keys 1. These keys will release you from the room.

The maze has three exits: Silver Keys 2 will open access to the centre of the maze. This will enable you to shoot the node at the centre and exit over the walls through the middle. You can also short-cut to the centre of the maze by shooting the block at point 3. Silver Keys 3 open the western exit of the maze at ground level. Silver Keys 4 open the eastern exit of the maze at ground level.

If you have exited the maze, by the central route over the walls, you can then collect Silver Keys 5 which allow you to exit that area.

All three routes converge at point 7. If you then move to the east, when you reach the exit, you will be able to explore the area to the west along the narrow wall tops. This will give you a special power and a power-up. If, however, you move to the west you will get the food which lies on the eastern walls near the exit.

Many thanks to Eric Matthews and Simon Knight from out of Renegade for their help with these tips. Both are rollicking rock-hard geezers.



SUNSET RIDERS

GENERAL PLAYING TIPS

The most important thing to remember, regardless of which character you pick, is to keep firing while you walk. You can change the angle of shooting by rolling your thumb around the joypad.

The best character to choose is Cormano the Mexican. His guns have a much wider spread when they are powered up, and later in the game this is vital in order to get past some levels.

When buildings or ledges appear on screen, if there aren't any enemies on your level, angle your shots upwards so that you waste any bandits who appear at the windows. It's easier to waste them before they get the chance to shoot at you.

Steer clear of dynamite. If it lands too close for comfort you can always pick it up and throw it in the general direction of the bandits.

During the bonus game when her ladyship throws the icons, stand just below the shadows. Then jump up and you should get every one, including those vital extra lives.

LEVEL ONE – THE TOWNSHIP

Be careful, this isn't Little House on the Prairie, people can get hurt with this many bullets flying. Simply walk through this level firing up and straight to waste every bandit.

Pop in the occasional bar or hotel to power up.

The only real problem to new players will be the stampede section, so here's how best to beat it. When the screen starts to shake, jump onto the first floor of the building – there it is totally safe to stand and watch the, er... bullocks as they run by.

The second stampede is slightly harder. Again it's time to take action when the screen starts to shake. Move to the far left of the screen and jump onto the first bull. You can then safely jump over onto the second and then onto the floor.

The bull jumping pattern goes like this... two, two and then one on its own. Easy, you see.

SIMON GREEDWELL

Simon's gone and hidden himself behind some barrels. Stand on one side of the screen and use the A button to get the first firing mode. Fire at an angle so that you're hitting the barrels, and, when they go, Simon. Switch to vertical fire when someone appears at the window above. Simply jump Simon's occasional bullets. When he drops, move to the right of centre-screen to collect his money.

LEVEL TWO – THE TRAIN

British Rail may think they're getting there, but you still find it easier to ride on the outside of the trains instead of the inside. One of the major problems of riding on the trains is that the posts are at just the right height to knock you off (surprise surprise).

When the first and second posts are coming, the train sounds its horn – so listen out for it. The third post appears just after the second. These posts can be jumped but it is easier to make sure that you are on a lower level than them, so you don't have to take the risk.

The bandits on the train have lots of dynamite so watch out. When you come to the last car, don't waste time (or lives) standing and fighting the bandits. Just run straight for the girl to finish the stage.

PACO LOCO

This guy used to be a mild-mannered train conductor, but, commuters being commuters, he's slowly turned clinically insane and taken over the engine and blown everybody away. Cue Cormano man. Walk along the tops of the carriages firing down at an angle to take out the bandits hanging out of the windows.

When you see Paco, climb to the top of the carriage on the left and keep firing at him. Jump over his bursts of fire. Paco will soon be a goner. When he falls, jump down. Stand on the first log to pick up the bonuses.

BILLY AND CORMANO AND BILL AND TED, SEPARATED AT BIRTH?

LEVEL THREE – INDIAN POW WOW

If you're having reservations (!) about this level... worry no more.

Keep shooting and walking and use the angled shots to take out the guys on the walls as soon as they appear. If they fire at you, you don't need to get out of the way, as you can simply shoot their arrows.

When small rocks appear on the screen, be prepared because they are about to be followed by their big brothers. You'll easily be able to leap over them.

When the fire arrows land, don't try to jump or walk through them or you'll get fried.

CHIEF SCALPEN

When you come to the lifts, jump onto the bottom one. When the first platform appears and you can see the tops of the bags, jump off and get them. Jump onto the second lift as it goes by. Stay on this top lift for the second platform and jump down onto the first lift again.

When you come to the Chief, get ready for the big pow wow. When he's on the rock, jump up and shoot him to make him come down. Slide away from him to avoid the knives. These can also be shot. When he lands, keep pumping bullets into him and he'll soon bite the dust and his sister will beg for mercy.

LEVEL FOUR – THE ROSE RESIDENCE

Watch out for the wolves which come at you from behind in the forest. When you come to the first wall, let the dynamite blow it up, then you can shoot the second wall. Apart from this, general playing tips will see you through this section.

SIR RICHARD ROSE

At last, your chance to get a shot (excuse the pun) at the title, Cormano versus Sir Richard Rose. It's one of those classic "good guy versus bad guy" challenges. After his cheerful greeting, the first thing that he'll do is throw some dynamite onto the ground in front of you. Simply jump onto the first floor straightaway and duck to avoid his first shot. When he starts firing at you, jump into the clear.

After you've managed to destroy the concrete block which he is hiding behind, it's just you and him.

Jump to the top platform and when he jumps up or aims at you, jump down. Then, when he comes down or aims at you, jump up. Keep doing this and shooting at him – eventually he will start flashing.

Just a few more shots and Richard will be down. You'll be the hero of the day, and all because the lady loved Milktr... (*You can stop that right now.* – Ed).

When the screen starts to scroll as you cross the bridge, stand on the left to take out anyone behind the barrel.
Go through the swing doors to have your way with the landlady and get extra power-ups for your weapons.

You're there, just blow away this guy and jump up to rescue the girlie. "Thank you, nice boys."
Watch out mister, there's something coming your way.

STARWING

LEVEL ONE PLAYER'S GUIDE

No, it's not called *Starfox* any more. It's actually *Starwing*, I think you'll find. Still, it's the same game and all that... Erm, so – if you're in possession of an unparalleled crapness when it comes to 3D shooters such as *Starfox* – sorry, *Starwing* – then read on, as we transport you into a hellish, inky vacuum, where dimensions in time and space become distorted and confused, and where the blaze of a laser is all that separates you from life and death. Or something. I'm sorry, I'm just off for a lie down...

UNTIL THE END OF THE LEVEL

Starwing features some of the most inventive, intimidating and superbly animated end-of-level bosses ever. And that's including *Axelay* and, er, possibly another couple of games with really hard end-of-level bosses. Here's how to humiliate them in front of their girlfriends, before pummeling them all into a frenzy of expanding orangey clouds.

1 Corneria – The Base

Attack Carrier

This angular chap hoves into view towards the end of the first level. He's slow, a bit thick and dead easy to beat.

Begin attacking in this position, blasting away at the vulnerable area on his right arm.

Eventually, his right arm will collapse quite spectacularly...

Now, switch to this position, over to the left and blast away at the other vulnerable area.

...and then his left bit falls off.

Now, stay in the top centre of the screen and blast away. Keep moving up and down to avoid the intermittent missile attacks. Oh, and don't waste nova bombs on him.

2 Asteroid Belt

Rock Crusher

It's not quite as easy, this time. The Rock Crusher is the first end-of-level boss to actively zoom in for some crushing attacks.

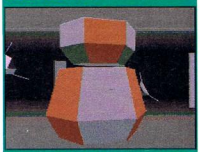
Concentrate your fire on the formations of diamonds at the left and right of the boss.

When you've taken out all the glowing diamonds, be ready to duck under the ship's shell and, as the undersection appears, fire off a nova bomb. This should be more than enough to finish him off.

How about a picture of an explosion? I work in a chemist's and, as a result, rarely get to see them. Mr F. Git, Essex. Hope you like it, Mr Git. (*This is ripped off from Viz. Again!* Ed).

3 Andross Space Armada

Atomic Base



Aim at the left wall and take out the gun emplacements.

If you don't have time to shoot the guns, then just duck under the lasers.

Now, as the central section opens up and becomes vulnerable, blast it with nova bombs, weaving from side to side to avoid the missiles.

THE OFFICIAL REASON FOR THE CHANGE IN NAME FROM STARFOX TO STARWING IS "REGISTRATION PROBLEMS IN EUROPE". APPARENTLY.

...and then, this happens. Great explosions, eh?

Finally, as soon as you have his legs off, blast him with a nova bomb or two. If you're low on bombs, keep blasting at the centre of his body.

4 Battle Base Meteor

...and so, onward...

Dancing Insector

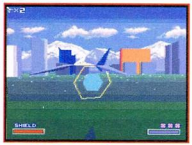
Repeatedly shoot him in the legs and weave around the missiles.

The Insector will be slowly worn down and will gradually lose his legs. A bit like when you were a kid and you pulled the legs off spiders, I still do it, actually. (*He's joking RSPCA.* – Ed).

As he gets low on energy, he'll begin to bounce lethal bursts of fire off the ground. Wait around and draw his fire then, as the flame bounces, nip over to the right.

HOW AND WHEN TO POWER UP

Using your – if you will – fox-like cunning and speed (sorry) you should always blast anything that glows suspiciously or which has the words "Shoot Me For A Power-Up!" emblazoned across it. An oddly shaped item will then fling itself in your general direction. You'll fly into it, and the following will happen...



1 Nova Bomb
A spinning thing inside a spinning circle. Blue as well. Keep a look out for it.

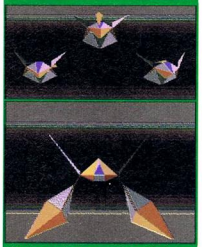
3 Weapon-Up
Pick up this bizarre little mess of geometrics to power up your weapon by one grade.

2 Full Shield
A collection of triangles attractively arranged in a circle. Fly through them for a mighty shield top-up.

4 Shield Boost
A little elusive, but nicely numerous. Basically, just shoot anything that glows and you should be presented with one of these.

5 Venom

Phantron



Work up a rhythm, staying with the boss as he moves from side to side. Try to blast the incoming missiles as part of your flight path.

When he splits into three, weave around in a circle and, when the onslaught dies down a little, concentrate your fire on one of the ships. This should send him limping back to his base...

...When you meet him again, he's considerably more powerful. Again, initially concentrate your fire on a single ship.

Eventually, he'll merge into one immensely hard boss who will first float in towards you... Just duck down and hover at a low height until he passes over and prepares for attack.

Now, stay central and frantically blast away at the vulnerable triangles. When he leaps over, move to the side quickly. If he gets a little low on energy, he has a habit of throwing a section of his body towards you. If this happens, duck rapidly.

STARWING

Now you need to fly through another, horribly difficult trench towards the final confrontation with Andross.

6 Andross

Venom Face Boss

Weave from side to side and concentrate on blasting his eyes when they turn blue. Whatever you do, don't waste Nova Bombs on him. They'll have no effect.

As he tries to suck you in (this is his Telekinesis, apparently), bank sharply in any diagonal direction.

Eventually, the pieces of the face will disperse and reveal a spinning, Hellraiser-type box.

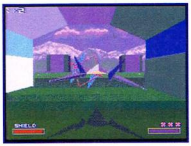
Now, switch to this position, over to the left and blast away at the other vulnerable area.

Now's the time to get in some accurate shots with the Nova Bombs. Blast the box at the same time. If you're too slow, then the face will reform and you'll have to start again.

Now's the time to get in some accurate shots with the Nova Bombs. Blast the box at the same time. If you're too slow, then the face will reform and you'll have to start again.

TRICKS AND TIPS

Corneria – The Base

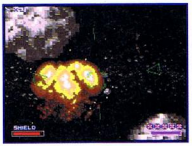


To get yourself started with a nice, high-powered blaster, be sure to follow Slippy's annoying antics and fly through the first three archways. Then, continue to fly through the next two and pick up this handily positioned weapon power-up...

Asteroid Belt

Access the Black Hole section of the game by shooting the central, orange asteroids in the straight formations towards the end of the level.

Be sure to shoot them at the last second, and fly through the debris.



If you do this three times, then a weird face will appear on an incoming grey asteroid. Fly straight into it (trust us!) and you'll arrive at the Black Hole.

Once in the black hole, try to shoot the spiral gates and fly through for power-ups. Oh, and one final hint – avoid the exit gates and keep flying for a surprising little quirk...

CYBERNATOR

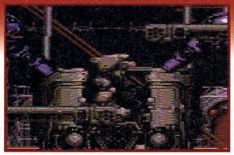
A CYBERNATOR IS ONE WHO CONTROLS WITH A SERVOMECHANISM, OUR DICTIONARY SAYS.

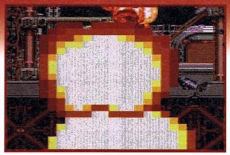
Cybernator is also known as Assault Suits Valken, but whichever version you have, you might need a hand to get through it.

LEVEL ONE

COLONY ATTACK

There are two ways of going about this level. The first is to walk carefully through and shoot anything that gets in your way. The second method, and this should be attempted by rock-hard 'suit' veterans only, is to charge from start to finish without shooting any enemies except for the end-of-level boss. It sounds pretty stupid, not to say suicidal, but don't worry. If you do this correctly, then, as of level two, you'll be given a Napalm flame thrower and this is *the* weapon to have. It caters efficiently for all your 'frying people and machinery' needs, and unlike a real pet, never needs servicing. (*What? Eh?* Ed).





END-OF-LEVEL BOSS

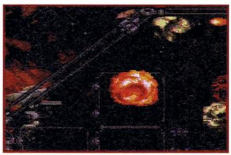
Just head straight for the middle of the machine and blast seven bells into him. The smaller bottom part will fall off first and then a few seconds later the bigger part will explode. Don't worry about the two hanging gun emplacements – if you keep shooting the guardian, they won't be able to kill you. Just make sure they don't push you off the platforms. If you're going for the flame thrower then make sure you don't destroy the guns.

LEVEL TWO

ORBITAL HIDEOUT

Avoid the asteroids rather than trying to blow them up. The little ones explode but the bigger ones will crush you, so it's best not to go near them at all. Half way through the stage you'll lose your rocket pack, so you must walk and hop to the end. Collect all the power-ups at this stage, and grab the missile-firing weapon as well.

It's vital to have the missile firer thing because it's the only alternative to the napalm as a serious 'get-you-through-to-the-end' type weapon. And that's about it for this level. So, er, time to move on to the next...



DESTROYING SATELLITES

Don't try this at home, kids. It's not worth going for the all the junk, both natural and unnatural in the sky. Some you can't kill, and you'll be wiped out.

FLYING IN SPACE

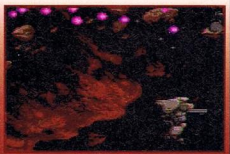
Luckily you can ignore most of the background detail (like this stuff shown above). Make sure you know how the doors between levels work, though.

MORE WEAPONS

If you shoot open this pod you'll find a nice juicy missile launcher hiding inside. Grab that baby and hang onto it for dear life.

PROXIMITY MINES

That evil thing on the right is a proximity mine. This means that it'll explode if you go near it. But if you rush past it quickly, you should be OK. Hurrah.



NASTY PROTON STREAM

Those little blobby things are nasty. They are very unpleasant. So try to avoid them and you'll probably be alright. This is all very good advice.

WEAPONS POD

Shoot this open and you might find either a P, an H or a W. P gives you better weapon power, H gives you health and W is new, better weapon.

END-OF-LEVEL BOSS

This is a huge chunk of mobile artillery with orbiting rocky satellites. These fire missiles at you constantly. If you've got the napalm from the first level, you'll be able to destroy the big baddie pretty quickly. Otherwise you should use the missiles you collected earlier in this level.

LEVEL THREE

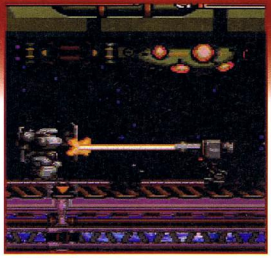
ATTACK ON ARC NOVA

You start at the front end of the ship, where you must destroy all the semi-circular metallic pods and the big gun emplacements. To do this you'll need to use your shields because you'll be caught in each gun emplacement blast. In fact, use your shields whenever you encounter any enemy fire. Obvious advice, but you've really got to do it.

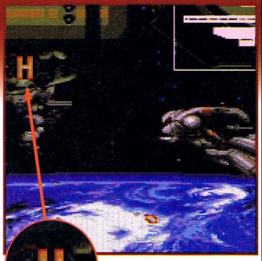
Inside Arc Nova make your way to the left, destroying the floating proximity mines and make your way down and back to the right towards the science complex. After you destroy that, you'll see the Head Honcho Evil Science Dude escape.

Head back to the left and go down through the narrow passages. If you're in need of power-ups you can get into the missile silos where you'll find a few, but be careful: missiles are jetting through these all the time.

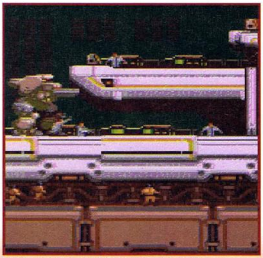
Rush past the ventilation grilles, which stream fire for some reason as you pass. Go to the left and you'll see the Evil Scientist in his suit. If you've got napalm, do him with that. If you haven't, use missiles.



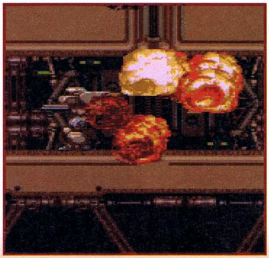
LASER FIRE
Scattered all over the Arc Nova are these laser emplacements. When they fire at you, put up your shield for a brief second, then shoot them. Only the initial hit will damage you.



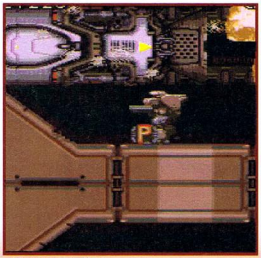
HEALTHY?
When you get to the bottom of the Arc Nova and are a bit low on energy, pick up one of these Hs. They'll restore some of your energy.



THE EVIL SCIENCE DUDE
When you reach this point of the Arc, all hell will break loose. The scientists will run away and the bloke at the top will initiate the destruct sequence. When this happens go left.



VENTILATION GRILLES
If you get caught under one of these, you'll fry. And seeing as there are a lot of them, the chances are you won't survive long. Hold down and dash under them.



POWER-UPS
If you've got the bottle, then you can run down the missile silos and collect some extra power-ups. Just don't get hit by a missile – if you do, jump up the way you came in.

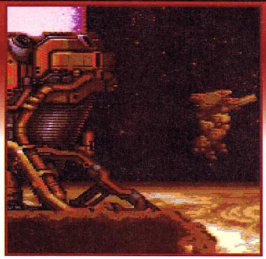
THE BENEFITS OF BEING ROCK 'ARD

The first task here is to destroy all the metal storage cylinders. But be careful when you do, as sitting behind most of them are gun emplacements. As soon as you've destroyed the cylinders put up your shield. You won't be able to see the incoming projectile and will probably take some damage. When the gun's not shooting you, destroy it.

And here's the correct way of doing it. In the box is the resulting explosion that will obscure your view. And above Mr Cybernator stands proud with his shield.

MID-LEVEL GUARDIAN

If you've got Napalm, use that. It'll only take a few seconds to destroy this nuisance. Use missiles if you have them.



END-OF-LEVEL BOSS

Well, there isn't really a boss here. You must head up to the engines, which are causing the Arc Nova to head toward the Earth, and destroy them. It's not too tough, but keep out of the blast, otherwise you'll be toasted. This other bloke will try to stop you getting to the engines. With the Napalm you'll have no problems – just make sure you keep away from his arms.

LEVEL FOUR

ATMOSPHERE RE-ENTRY

A short level, this, with you falling back to Earth after jumping from or falling off the big space-shippy thing. As you fall, you have a bit of a scrap with three enemy assault suits. Two get away, but you bravely save the life of the last one, who's a youngster and a bit weedy. Why you save his pathetic non-life is not readily explained, but it's one of those bits you have no control over, so in fact you're stuck with the plot here.

When you land, one of the crappy youngster's mates will return, and thanks you for saving his infant prodigy. Then he gets into a barney with you just because you're the enemy. Life, it has to be said, can be so unfair. However, if you've got napalm, you may as well burn him. Do this and he'll buzz off, otherwise use your shields and the Vulcan weapon. You'll soon discourage the ungrateful git. And then some people come on and start singing about Renaults... hold on. Adrian! Switch the TV back to the SNES channel now!

FREEFALL FUN

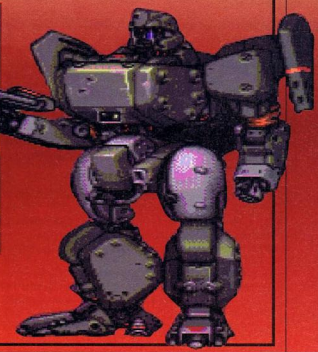
These are the enemy suits that have ejected from the Arc Nova. On the way down they'll try to kill you, but if you destroy them, you'll get a power-up. Otherwise stay out of their way.

THANKS FOR THE LIFT

This is the bloke that you save – his name's Rick and he's the enemy. For some reason you can't kill him. Stick around with him though and all his mates will come back for him.

HA HA, WE MEET AGAIN. NOW I SHALL KILL YOU

This is the final showdown on level four. The tricky thing about this enemy is that he moves around quite quickly and he also has a powerful weapon. If his missiles hit the floor they'll force a massive 'thing' to come out of the ground. Use your shield and hit him when possible. Using the Napalm, he's easy to beat. Next month we'll bring you the last three levels.



ACTION REPLAY AND GAME GENIE

Using these codes isn't really cheating, you know. It's more a way of cunningly intercepting the original data in the cart and replacing it with other info in your favour, or something...

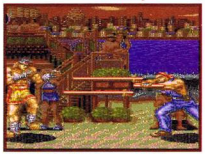
ACTION REPLAY (SNES)

BEST OF THE BEST
7E02 21FF Unlimited energy.

DIMENSION FORCE
7E02 1504 Infinite lives.
7E02 0F0C Gives you full power. Change the last C in the code to B if you want different options.

DRAGON'S LAIR
7E0F F903 Unlimited shields.
7E0F EB02 Unlimited lives.

FATAL FURY
7E06 135F Invincibility.
7E10 7A0A Do a special move, pause the game and turn on the Action Replay to do continuous magic.



"Look I don't know any of this martial arts stuff." "Me neither, wanna fake it?" "Okay then".

IMPERIUM
7E0A A805 Unlimited energy
7E0A 2F03 Unlimited smarts.

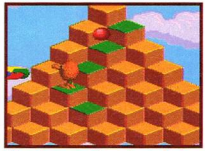
JAKI CRUSH
7E1C 62XX Replace XX for the number of lives.

LETHAL WEAPON
7E02 2606 Unlimited men.

Mel Gibson would need to have infinite lives to check out these sewers beneath the GM office.

7E02 2203 Unlimited clips.

Q*BERT 3
7E05 8205 Unlimited men.



When I grow up I'm going to be in *Streetfighter 3*. No more being cute for me, I wanna kick some ass.

SIM CITY
7E03 F50X Replace X with 1-F for permanent gifts.
7E0B 9DF9 Free industrial, commercial, residential, park, road and rail.

SOUL BLAZER
7E1B 8810 Gives you 16 life points once you reach 1000 experience points.

STREETFIGHTER 2
7E0C B201 Player one loses special moves. Player also falls over when hit.
7E0E B201 Player two loses special moves. Player also falls over when hit.
7E0C 0010 No collision, only throws and holds work with this.
7E1A C899 Maximum time.
7E0D 8000 Fireballs at every super move.
7E0D 1D10 No fire balls.
7E0C B201 No super moves for player 1.
7E0C 030C Auto fire balls, turn off once you win then on during the next round.
7E0C 0010 No collision, only grabs and fireballs have an effect.
7E04 B3XX Replace XX with any number to alter the colour of Ryu's fireball.
7E0C 2BB0 Infinite energy for player 1.
7E1A C899 Infinite time.
7E0C D002 Player 1 only needs a single win to go through to the next round.
7E0E D002 Player 2 only needs one win to go through to the next round.
7E0E D10X This parameter is so player 1 can play any enemy all the way through the game. Simply replace X with the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, or B to select the appropriate bad guy.
7E0C D10X Same as above but for player 2
7E0C 35B0 Throws player 1 high into the air. Turn Action Replay off to bring him down again.
7E0E 35B0 Throws player 2 high in the air, turn Action Replay off to bring him down.

Have you heard that that Q*bert guy is going to be in *SF3*. Does that mean one of us'll get the push.

SUPER STAR WARS
7E01 1C0X This parameter is used for varying the difficulty of the game. Try lots of values (3 is easy, 6 is hard).
7E0A 7924 Unlimited health.
7E09 6FF1 Unlimited time (turn off at end of level).
7E08 7224 Unlimited landspeeder fuel.
7E09 850X Replace X for different gun type (0 = blaster, 1 = flame, 2 = seeker, 3 = rapid ion and 4 = plasma).
7E08 7664 Invincible in Death Star Trench.

ACTION REPLAY (GAME BOY)

BARBIE
0105 91DD Infinite energy.
010X 94DD Start with X lives. eg. 010494DD.

BIONIC COMMANDO
0103 43DF Infinite energy.
02XX 45DF Start with X lives.

CASTLEVANIA 2
0102 C5C8 Unlimited lives.

DARKMAN
0103 8AC0 Infinite lives.
0109 89C0 Freeze the timer.

HIT THE ICE
0159 68C6 This code will stop the timer.
0100 37C6 Player 2's score is always 0 – so you always win.

KUNG FU MASTER
0102 12D0 Infinite lives.
0701 3CC7 Unlimited time.
0850 17C7 Gives you unlimited energy.

MEGAMAN
0203 08C1 Unlimited lives.

MEGAMAN 2
0102 E8CF Infinite lives.

MICKEY'S DANGEROUS CHASE
0103 1DC6 Unlimited energy.

MISSILE COMMAND
040F 94C0 Infinite left missiles.
040F 95C0 Infinite number of right missiles.

NINJA GAIDEN
0102 9CC0 Unlimited lives.
0106 9BC0 Unlimited energy.
0105 93C0 Unlimited fire wheels.

NINJA TURBO
0104 97FF Infinite energy.

OPERATION C
0102 88C8 Infinite lives.

OUT OF GAS
0145 DCC0 Stop the timer.

0203 E6C0 Infinite lives.
0103 F6CA Flip poke switch to complete level.

PACMAN

0302 41D6 This will restore your lives to 3. Leave enabled for infinite lives.
03XX 69D6 Will start you from any level depending on contents of XX eg. 04 = level 4.

PAPERBOY

010X 25C4 This parameter gives you X lives.
040A 35C4 Infinite papers.

Q*BERT

0205 33C5 Infinite lives.

ROLAND'S CURSE

01XX 90FF Start level select. eg. 0104 90FF.
01XX A8FF Increases the hit point capacity eg. 0108 A8FF.
01XX A9FF Energy level. Make XX the same as the previous for full energy.

SHADOW DANCER

0203 E0C4 Infinite lives.

SPIDERMAN

0830 99FF Will give Spiderman unlimited web power.
0830 98FF You obtain unlimited energy.

STAR WARS

0103 92FF Infinite lives.
0108 5BCA Infinite energy.

SUPER MARIOLAND

0102 15DA Infinite lives.
0799 01DA Infinite time to complete a level.
01XY B4FF This parameter selects world X, level Y. eg. World 2, level 3 is 0123B4FF.
0A02 99FF This parameter protects Mario against the enemy.
0C02 B5FF This will give Mario the ball permanently.

SUPER OFF ROAD

0108 07C7 This gives you unlimited credits while Action Replay is enabled.
0108 12D0 Unlimited nitros while Action Replay is enabled.
010X 0ED0 Start off with X level of tyres.
010X 0FD0 Start with X level of acceleration.
010X 10D0 Start with X level of shock absorber.
010X 11D0 Start game with X level of speed.

TETRIS

0101 A9FF Stops the levels increasing.
010X C2FF Starts at level number X.
0C0C 13C2 Make the square block come down every time. If the second C in the code is changed it will change to other shapes.

THE FLASH

0103 E5C0 Infinite lives.
0848 70C1 Infinite energy.
088F 71C1 Infinite surge power.
0709 79C1 Infinite time.

TOKI

0102 C3C9 Infinite lives.
0102 F0C9 Infinite energy.
0103 F1C9 Infinite weapons for the bugs.
0103 F2C9 Obtain infinite weapons for Daffy.
0103 F3C9 Get infinite weapons for Porky.

TURRICAN

0701 C9C5 Infinite time.
0103 FEC4 Infinite grenades.
0103 01C5 Infinite mines.
0103 04C5 Infinite power lines.
0103 C3C5 Unlimited buzzsaw.
0104 DDC5 Unlimited lives.
0A01 90C1 Constant force field.
080C D5C5 Infinite energy.
03XX ACFF Start level select. eg. 0303ACFF

TURTLES BACK FROM THE SEWERS

040C B3C7 Infinite energy.

WAVE RACE

0126 50D0 Infinite time.

XENON 2

0105 D4C0 Infinite lives.
0812 2FC0 Infinite energy.

ACTION REPLAY (MEGA DRIVE)

BART VS THE SPACE MUTANTS PRO

FF01B 70002 Infinite energy.
FF01B 50002 Infinite energy.
FF01B 40004 Infinite lives.
FF014 50010 Infinite money.
FF01A 40001 Infinite spray cans.
FF022 D0001 Infinite spray cans.

"Eat my shorts." Uh no thanks Bart, we'll stick to finishing your game with these cheats.

BATMAN RETURNS PRO

FFFE3 20003 Infinite lives.
FFFE3 4000A Infinite batarangs.

ECCO THE DOLPHIN PRO

FFB63 60003 Unlimited air.
FFB63 50038 Unlimited health.
FFB7F F0000 Invincible to crushing walls on last level.
FFB7C 20000 Ignore water "up" currents.

INDIANA JONES AND THE LAST CRUSADE PRO

FF7F5 B0008 Obtain infinite lives. Switch the Action Replay cartridge off at the end of each level before entering a new one.
FF7F5 90020 Infinite energy. Switch the Action Replay cartridge off at the end of each level before entering a new one.

JAMES BOND - THE DUEL PRO

FF1B0 D0008 To be used with the codes below.
FFA37 B0007 Use with above and below codes.
FFA39 70007 Used with above codes to give infinite lives.
FF1B7 D0007 Use this with the codes below.
FF1B8 D0007 Used with above and below codes.
FFA37 B0007 Used with above and below codes.
FFA39 70007 Used with above codes to give you infinite energy.

My name is Bond, James Bond. I want a job in *Streetfighter* as well. I wonder if 'M' would mind.

LOTUS TURBO CHALLENGE PRO

FF41A 5000X Level select (0-7).
FF434 0XXXX Speed of opponents' cars. (Speed for odd levels:10AA).
FF439 AXXXX Acceleration factor – acceleration factor for the Lotus Elan: 6CF6 – instant acceleration: 4AF4.
FF439 EXXXX Deceleration factor – deceleration factor for the Lotus Elan: 6D8E.
FF43A 2XXXX Speed factor – speed factor for the Lotus Elan: 6E26 – best speed factor (up to 187 mph): 6DFA (use with instant acceleration).
FF7CB 50063 Unlimited time for player 1.
FF7D7 F0063 Unlimited time for player 2.

ROLO TO THE RESCUE PRO

FFC51 E0004 Infinite continues.

ROAD RASH 2 PRO

FFF4D CXXXX Money X 10 for player A. (0-FFFF)
FFF4D EXXXX Ten times as much money for player B. (0-FFFF)
FFF4C F000X Level select for player A. (1-5)
FFF4D 1000X To be used in conjunction with the above code.
FFF4D 3000X Level select for player B. (1-5)
FFF50 3000X Bike for player A (0-F, where F is a special bike called Wild Thing 2000).
FFF50 5000X Bike for player B (0-F, where F is a special bike called Wild Thing 2000).

"Ah ya ponce on your poofy green bike." "Mine's rock 'ard red, mine is." "At least I don't wear pink."

FF05B F000X Number of Nitros. (0-8).
FF05C F000X Number of Nitros for player B in head-to-head. (0-8).
FF06C 400FF Never hit certain objects. (Note: this doesn't work in head-to-head).
FF0A7 40OXX Current speed. (0-7F, where 7F is 327 mph).
FF0EF 400XX Current speed for player B in head-to-head. (0-7F, where 7F is 327 mph).
FF0A7 B0001 Bike is able to reach the maximum possible speed.
FF0EF B0001 Bike can reach maximum possible speed for player B in head-to-head.
FF0AC D000X Weapon carried/hitting method.

FF0F4 D00X Weapon carried/hitting method for player B in head-to-head.

FF0AD 300FF Player always stays on bike. (Note: Bike can't be wrecked!)

FF0F5 300FF Player always stays on bike for player B in head-to-head. (Note: Bike can't be wrecked!)

STREETS OF RAGE 2 PRO

FFEF6 90000 Almost never get hit – player 1.

FFF06 90000 Almost never get hit – player 2.

FFEF8 10068 Unlimited health for player 1.

FFF08 10068 Unlimited health for player 2.

FFEF8 30005 Infinite lives for player 1. (The number of lives on screen does not update properly).

And winning the award for sound effect of the year... *Streets of Rage 2* with that metallic clunk.

FFF08 30005 Infinite lives for player 2. (The number of lives on screen does not update properly).

FFFC3 C0099 Unlimited time.

FFFC4 3000X Level select (1-8). (X is [level 1] X2, and ranges 0-E).

FFFD0 5000X Difficulty level. Where X is one of the following:

0 - Very Easy
2 - Easy
4 - Normal
6 - Hard
8 - Hardest
A - Mania (hidden)

TEENAGE MUTANT HERO TURTLES - HYPERSTONE HEIST PRO

FFC03 90004 Infinite lives for player 1.

FFC03 B0004 Infinite lives for player 2.

FFC05 90050 Unlimited life for player 1.

FFC05 B0050 Unlimited life for player 2.

TERMINATOR PRO

FF147 D001F Unlimited health.

FF147 D001F You obtain infinite energy.

FF80C A0005 Player 1 gets unlimited lives.

FFFF9 D0005 Player 2 gets unlimited lives.

FF801 90025 Player 1: unlimited rocket grenades.

FF806 90025 Player 2: unlimited rocket grenades.

WORLD OF ILLUSION PRO

FFFFD B000X Level select (1-5).

FFFD5 30003 Mickey or Donald permanently has three tries.

FFA03 80005 Mickey or Donald permanently has three energy cards.

FFFD5 30006 Unlimited tries.

XENON 2 (UK) STD

0006A E05C8 Allows a UK Xenon 2 to run on a foreign Genesis/Mega Drive.

XENON 2 PRO

FF083 50027 Unlimited energy.

FF083 9000X Gives a player X amount of lives each time the Action Replay is enabled.

GAME GENIE (MEGA DRIVE)

AQUATIC GAMES

"'ere Pond, are you in *Streetfighter* yet? "Nah, I'm in my own game."

RH9T R60T Master code must be entered.

1B2T BEY0 Clock runs slower in 100m splash.

1CXT BEYR Clock runs slower in Kipper Watching.

ALXT AA9G These two codes mean you never miss qualification.

ALXT AA9Y

ANMA AWBY These two codes give you nine attempts at Hop, Skip and Jump.

BCET AABW

1CST BEYJ Clock runs slower in Bouncy Castle.

GCVT B2X0 Style points are worth 6X.

1CBA BEZG Clock runs more slowly during Feeding Time.

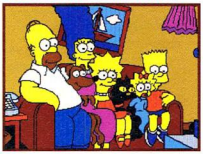
ALBT AA3N The feed bag never goes empty.

1CHT BNVR Clock runs slower in Shell Shooting.

1B9A BEV8 Clock runs slower in Tour De Grass.

1B7T BETA Clock runs slower in Leap Frog.

BART VS SPACE MUTANTS



Ah! The Simpsons at home watching GamesMaster.

AJRT AA6R Gives you invincibility against hits.

A2RT AA8R Infinite lives.

AHYA CABY Set level one goals to one.

AEAA EAEN Set level two goals to one.

AENA EAF0 Set level three goals to one.

AE1T EAHG Set level four goals to one.

BATMAN

E2ET AA4C Master code must be entered.

AKFTAA4Y Infinite lives.

AKYA AA9G Infinite batarangs.

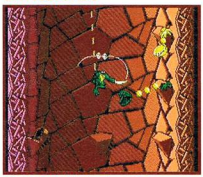
SPLATTERHOUSE 2

AX2T AA8Y You obtain an infinite number of lives.

AX2T AA68 This code gives you invincibility.

GAME GENIE (NES)

BATTLETOADS



Turtles? Pah! They're wimps compared to us Battletoads. We'd 'ave 'em, we would.

GXXX LLVI Infinite lives.

GZNI YUSO Enemies are easier to kill.

EYKE VVEI Mega jump.

AEKZ GTPA Super fast punching.

YXUK ENAE Maximum energy from flies.

GAXA ALAE Start on level 12.

RAINBOW ISLANDS

GXOU OSVS Infinite lives.

IASS YYGE Super jump.

ZAUK KGPA Use these two codes for super speed.

ZAKG SGPA

RESCUE RANGERS

AOEI TEEN Infinite energy.

ZEXK NPTE Mega jump.

ATUE ENSL Freeze bulldog.

ROAD FIGHTER

AOKN OOAE Gives you more fuel on pick-up.

EGVS LPGV Start with more fuel.

GASS GIPA Use these two codes to start the game with even more acceleration.

GAVI GIPA

RYGAR

NNXK IETO Start tone with 255.

NNXK YEZA Start lasting power = 247.

GEUG PATE Use these two codes to start game with more energy.

GEUG ZATE

TEUG ZATE Use these two codes to start off the game with seven energy bars.

TEUG PATE

SNAKE'S REVENGE

EENV TYAG Get double bullets for Berreta.

XVKT GVEE Use this code for infinite ammo for all weapons.

SZXV UPSA Infinite energy.

TOM AND JERRY

SXSN ZEVK You get an infinite number of lives.

AEON GAPA Gives you an infinite amount of energy.

AXSN NPAA Start the game on world five.

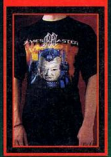
CODE CRACKIN'

Last month we promised T-shirts to the person to send in the best Action Replay codes. This month Imran Javaid of East Ham in London will find one in the post to him any day. Well done, Javaid. Also thanks (but no T-shirt) to Universal Consoles and Games for the codes they faxed to us. Got any more, guys? If you've found any codes, send them in to: CHEATS, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. The sender of the best codes will win an Action Replay T-shirt.

SPECIAL GM MERCHANDISE!

Important social engagement? Maybe dinner in a Japanese restaurant to clinch that final multi-million-dollar deal? You can't just turn up in any old clobber. What you need is a GamesMaster T-shirt, like those shown here. They're made out of cotton (mostly), can be washed without much colour loss and are nice and warm (when accompanied by a big coat). Also, what better way to preserve your copies of GamesMaster than with our just-the-job binder? None. That's what. (*Eh?* – Ed).

T SHIRT A



T SHIRT B

BINDER

SPECIAL GM MERCHANDISE!

Yes indeed. Your cunning marketing ploy has worked, and I *shall* be buying some stuff.

Please Send me: (tick as appropriate)

BINDER BIT!

☐ 1 x GamesMaster binder for £5.95
☐ 2 x GamesMaster binder for £10.95

T-SHIRT BIT!

.....x GamesMaster Model A T-Shirts at £9.95 each
.....x GamesMaster Model B T-Shirts at £8.95 each

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NEVER MISS AN ISSUE!

Bless you! That's right. For the virtually insulting price of £19.95, you can have a whole year's worth of GamesMaster action pumped directly through your mail slot (*Steady.* – Ed), comletely removing the need for you ever to go out of your house ever again! Also, each copy of the mag will end up costing you less than it would have done if you'd bought it in the shops, and, in some instances, you'll actually receive your GM a little bit early. All part of the service.

Each month, as you'll have almost certainly guessed, we'll be bringing you a thoroughly excellent package of previews, reviews, news and how do you do's (or something). If there's anything worth knowing about in the wild world of video games, you can be sure that we'll be there to tell you about it!

But, the point is, people are quickly cottoning on to the fact that GM is the best thing in the whole universe, so getting hold of a copy is becoming increasingly tricky. One day, you may well experience first hand the grizzly horror that is missing an issue of GM!

Now, obviously, all this form-filling may not necessarily come naturally to a living-to-the-limit, take-life-as-it-comes homey like yourself, but sit back from your preconvceived ideas and think about it. Cheaper mags, occasionally earlier, delivered straight to your home. Kind of makes sense, doesn't it?

NEVER MISS AN ISSUE!

Guaranteed early receipt of a whole year's worth of GamesMaster magazines for the measly sum of £19.95?

YES PLEASE! .....☐

No thanks. I'd rather run the risk of missing out on GamesMaster and paying more for each copy when I do get it. I am, for the record, an utter git.....☐

☐ UK £19.95 ☐ EUROPE £39.95
☐ REST OF THE WORLD £51.95

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BACK ISSUES!

Okay, so maybe you were on holiday and returned just a little too late. Maybe you forgot to make it into the newsagent's on time. For whatever reason, there's no need to feel hung-up about missing an issue of GM, since we have a number of back issues for you to collect. But hurry, it won't be long before the dreaded "Sold Out" flash covers many of the first four issues.

Issue 1 – *John Madden 93, Robocop 3, Elite 2* preview, 20 pages of tips, Giant poster!

Issue 2 – 3D Special. Glasses, 3D Poster, *Chaos Engine* review, *John M.* tips.

Issue 3 – *Mutant League Football*, Legend Quest, plus brill *Street Fighter II* post-cards!

Issue 4 – Rock Hard Special! *Cybernator, Starfox* and *Walker*, free cover poster!

BACK ISSUES!

Rush me a back issue of that wonderful thing they call GamesMaster Magazine for the knock-down special collectors' rate of – gasp! – £2.50!

The back issue(s) that I require are:
Issue 1 ☐ Issue 2 ☐
Issue 3 ☐ Issue 4 ☐

Unfortunately this offer is only available in the UK – so bad luck if you live elsewhere.

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ARE YOU A GAMESMASTER?

BEEP! SEN-SATIONAL!
YOU'VE DISCOVERED THE GAMESMASTER SECRET ZONE!

Oh dear, that rotten Boss of Tinkers is at it again in some fictitious rubbish about alternate universes and galactic domination. Look, can you conquer the five Worlds and free the super software-related treasures?

A point is yours for every level question that you answer correctly. Enter your answers in the spaces provided. When your brain can't take any more, register your name and address in the High Score Table. Don't worry if you can't complete the Secret Zone in one attempt, you can return to these pages at any time.

IT'S TIME... (TICKTOCKTICKTOCK-TICKTOCK)
For a limit. Your High Score entry must arrive here no later than 20 MAY 1993.

BONUSSSSSSSSSS!
Increase the size of your prize by answering as many of these questions as possible.

POWERRRRRRUP!
By answering a power-up question you get not only a bonus point but a special ability – ie. a clue – to help you tackle the next Level!

WORLD ONE
FALLINGOFFALOGLAND

LEVEL 1-1 Where would you find a pair of Special Weapons Interdiction Vehicles?

LEVEL 1-2 Which machine and console manufacturer's name is often mispronounced and is something rude in Spanish?

LEVEL 1-3 What type of car would you be driving in *OutRun*?

DO-WOP-SHOWADDY-WADDY! ***Bonus:*** *What type of car would you be driving in Turbo OutRun ?*

LEVEL 1-4 Which arcade hit of the mid-80s shot crack commando Super Joe Crack to fame and home conversions?

WORLD TWO
PATHEADANDRUBTUMMYLAND

LEVEL 2-1 Do you know what has Breath, Fury and a Lair?

LEVEL 2-2 Which product is promoted in the US of A by the Spot character starring in Virgin Games' forthcoming *Cool Spot*?

LEVEL 2-3 Which classic blaster is also known as *Gradius*?

LEVEL 2-4 How old is Dominik Diamond?

WORLD THREE
THREEBALLJUGGLELAND

LEVEL 3-1 In 1986 a leading software publisher released a title which saw the player attempting to score points by bonking chickens. True or false?

LEVEL 3-2 Where would you race against the Phantom Photon?

LEVEL 3-3 Which top star's films have been converted to entertainment software the most often?

TRACHEA! ***Bonus:*** *Name as many of that star's software-related films as poss.*

LEVEL 3-4 Which top pop band of the mid-80s had their own home computer release?

WORLD FOUR
UNICYCLELAND

LEVEL 4-1 I am Brazilian. My past is clouded in mystery but it is clear that an unusual upbringing has made me look quite different from any ordinary man. I possess inhuman speed and no-one can stand up to my continuous barrage of abuse. Who am I?

LEVEL 4-2 Gremlin's *Zool* is one of very few home computer releases to be converted to an arcade machine. Name one other example.

LEVEL 4-3 Long before Geoff Crammond created the sterling *Stunt Car Racer* and the fantastic *Formula One Grand Prix* for the 16-bit machines he wrote a classic racing simulation. What was it called?

LEVEL 4-4 Which Sega arcade machine had the player serving beer to mad customers?

WORLD FIVE
LOVEANDPEACELAND

LEVEL 5-1 *Final Fight, Streetfighter 2, Fatal Fury, Streets Of Rage 2, Mortal Kombat...* We've come a long way since DataEast set the ball rolling with which arcade machine?

LEVEL 5-2 If I travel to New York then to Iceland, The Azores, Tikal, Monte Carlo, Algiers and Crete, who am I likely to be?

RIKY-TINK! ***Bonus:*** *Where will I eventually end up?*

LEVEL 5-3 Who started the video gaming revolution in the early 70s by forming Atari?

LAST MONTH'S ANSWERS

1-1 Sonic
1-2 Sleepwalker
Bonus: Lenny Henry
1-3 Apache AH-64
1-4 Ripley

2-1 Zool
2-2 Mortal Kombat
2-3 Chakan
Power-up: Don Bluth
2-4 Space Ace
Bonus: Dexter

3-1 Rare
Bonus: Solar Jetman, Snake, Rattle & Roll, etc...
3-2 True
3-3 Shadow Dancer
3-4 Track & Field

4-1 Operation Thunderbolt
Bonus: Hardy Jones
4-2 Spindizzy, Spindizzy Worlds
4-3 Marble Madness
Power-up: Hubbard
4-4 Rob Hubbard

5-1 James Pond
5-2 Enchantia
5-3 PacMan
Bonus: Ms PacMan, Baby PacMan, PacMan Jr, Super PacMan, PacLand, PacMania
5-4 HitMan or Max Force out of Narc

MY SOLUTION

World One
Level 1.1.....
Level 1.2.....
Level 1.3.....
Bonus .....
Level 1.4.....

World Two
Level 2.1.....
Level 2.2.....
Level 2.3.....
Level 2.4.....

World Three
Level 3.1.....
Level 3.2.....
Level 3.3.....
Bonus .....
Level 3.4.....

World Four
Level 4.1.....
Level 4.2.....
Level 4.3.....
Level 4.4.....

World Five
Level 5.1.....
Level 5.2.....
Bonus .....
Level 5.3.....

HIGH SCORE TABLE: PLEASE ENTER YOUR NAME AND ADDRESS HERE:.....

.....

.....

.....

Now pop this in an envelope and send it to: I AM A GAMESMASTER GAMES MASTER, Future Publishing, 30 Monmouth Street, Bath BA1 2DL.

LETTERS

D'you know something? Every month we sit around and read all the letters we've received. Some are so crap that we bin them violently. Some are great and we put them on a special pile. Some are intriguing and we often spray these with Mr Sheen. But we read them all. Everybody's got at least one letter in them, so extract it with pliers and send it to: Letters, GamesMaster, Future Publishing, 30 Monmouth St, Bath, Avon, BA1 2BW. And we'll pin up any pics you send as well.

HAVE THE SHIRTS OFF OUR BACKS

Will there be another GamesMaster Live! this year? If there is, what will the price of the tickets be?

I've mainly written to complain about the T-shirts and binder you could send away for. In the March issue you could send off for the T-shirt and binders – I was going to send away for them until I saw the valid date. Nobody would have been able to buy them because the mag was on sale on 21 March but the valid date was 21 February. So why did you print it? You should have updated the validity date – anyway you should have checked it before you published the magazine.

So please would you send me another form with the date updated this time, thank you.
Serena Watson
Sunderland, Tyne & Wear

The GamesMaster Live! show is joining forces with the Future Entertainment Show this year, so it'll be a most incredible event. Tickets will cost a measly £7. But hey, if you really want to know about this mother-of-all-shows, read Network. It's all in there.

Right. About the T-shirt and binder thing. Page 119 should put things right. You've now got a month to snap us this incredible deal, er, thing. Okay? Now go away quickly.

AMIGA FOR MORE

Dear People of GamesMaster,
Let me get to the point. Your mag is a very good one but in my opinion you could improve it a little bit more.
A) In your *SF2* review for the Amiga, you mentioned the SNES about nine times. It would have been better to compare the game with other similar games on the Amiga (such as *Final Fight*) instead of comparing it with the SNES version. When you review SNES games, do you keep on telling people that the Neo Geo is a much better machine? No, you don't.
B) Try to review an equal quantity of games for as many machines as possible. I own both an Amiga and a Game Boy, but your coverage of the Game Boy scene is most disappointing. But I understand that it is difficult to please everyone.
C) Try not to give rude answers to your readers. It is not smart. But if that is the way that you talk to each other in England, then please go on.
Oscar Luis Levcovich
Denmark

You utter smelly git, Oscar! Just kidding. Us GamesMaster folk are incredibly rude to each other, as well as the rest of England. But we'll try to be nice for a bit.
A) *Streetfighter 2* on the SNES is the best there is. Comparing the Amiga version to it is a way of showing how accurate a conversion (and good a game) it is. But for the record, *Body Blows* is probably even better.
B) We cover the machines according to their popularity. The Amiga, SNES and Mega Drive are the biggest-selling formats, so they get the most space. We do try our best to include stuff for everyone, though.
C) I did this one first, I think you'll find.

This is a picture of *Body Blows*. Here we see Mike taking out a day's worth of stock-market frustrations on his fat friend Dug. Ha.

IS MARK RAMSHAW UGLY?

Your mag is simply the best!

I have a few questions that I hope you can answer.

SAM FOXES MARIO

For Christmas we bought our son, Sam – age 7 years, a Super Nintendo with *Streetfighter 2* and *Super Mario World*. Today is Saturday 2 January and Sam has just completed *Super Mario World*. I must add he had never played this game before 25 December. Is this a record?

I am enclosing a photo of Samuel and would be much obliged if, as a form of congratulations you could include his photo and result in one of your issues. Thank you for your kind attention.
K A Haxton-Bernard
Hull

And he's seven? Not bad going, Sam. Of course, we could do it in a few hours, but then again we're ace. Have you beaten *SF2* on level seven with all the characters, though, Sammy-boy?

Oh, and here's the pic. Nice one, Samuel. Not used to sunlight, though, are you?

1) Will the Mega Drive *SF2* be as good as the SNES version in graphics, sound, gameplay etc?
2) Are the *Art of Fighting*, *Fatal Fury* and *World Heroes* a patch on *SF2*?
3) What is the Gamesmaster's favourite game?
4) Will the Gigadrive be better than the Trip Hawkins and the 3DO interactive multi-player?
5) Why is Mark Ramshaw so ugly?
6) Is there a different special ending and how do you get there on *Streetfighter 2* (SNES)?
PS. GamesMaster is ugly as well. Is he any good at *SF2* on the SNES?
Kanran and Majid Ahmed
Leytonstone, London

1) *SF2* on the Mega Drive will be something special. We haven't seen enough of it to compare, but if it's not as good as the SNES version, there will be a lot of cheesed-off Sega owners.
2) Not really.
3) Twister.
4) Oh get away with your extremely silly questions!
5) He's just as God made him.
6) Different to what? There are eight different endings. Get a grip there, lads.

CHALLENGE ANNEKA, ALMOST

I have enjoyed GamesMaster magazine very much and one of my favourite parts of issue 1 was the games arena challenge between James and Adrian. Why don't you do this every issue using games like *Super Mario Kart* or *Road Rash 2*?
Richard Brailsford
Blackpool, Lancashire

Cheers for the letter, Ricky. And yes. We're going to do the Gaz and Gav fighting thing regularly, in which every punch to the throat, every smashed knee and jabbed tum will be lovingly chronicled. Oh, and we'll probably do other games apart from *SF2* occasionally as well.

MASTER OF THE UNIVERSE

I am a member of the GamesMaster fan club and I would like to know why there

have been no Master System games reviewed in the issues. It would be okay if there were one or two in the mag each month or maybe a few tips for the Master System. Please put some in.
Charles Wright
Market Rasen, Lincs

Well, the Master System doesn't actually have a massive market share, and there aren't that many amazing games coming out for it. But it will receive coverage as and when we feel like it. It's our mag as well as yours, you see.

LET'S GET THIS SHOW ON THE... ETC

Would you please answer these questions. I see from your excellent mag that there are some computer shows on at the mo. But why do they not travel around the country? Then everyone could have a chance to visit them. Could it be that computer related goods do not sell outside the London area? I would love to visit a show, but they're just too far away.
Adrian Sharp
Whitehaven, Cumbria

Do you have any idea how much it costs to put on a show? Hundreds of thousands of quid. Which means that the entry fee would be about £490 per person (and £470 for OAPS and UB40s). I suspect it'd be cheaper to travel to London, Birmingham or Glasgow, Adrian. Oh, and they're mainly in London because that's where most of the people are.

WRITER'S BLOCK

Can you tell me why I can't get some games that I want on the Amiga 500. Games like *Micro Machines*, which is on the Super NES, *Home Alone* on the Game Gear, *Krusty's Super Fun House* on the Mega Drive, *Wing Commander* on the Super NES, *Monster in my Pocket* on the NES, *Street of Rage 2* on the Mega Drive and finally *Gremlins 2* on the Atari ST. If you know that any of these games are coming out on the Amiga, then can you write with any information to the address above or write it in the next edition of GamesMaster.
Philip Bird
Colchester, Essex

Most of these are coming out on Amiga, actually. Not *Gremlins 2*, though. It takes quite a while to convert a game between formats, and the owners of certain formats must be patient. And stop fidgetting. And for goodness' sake cease that irritating humming noise!

DEAL THE CARDS

"Hey nerds, yeh, you the GamesMaster crew," I would like a word with you lot.

You know the postcards in issue 3 of your brilliant magazine, well I wanted to collect all eight, but I was shocked to find out that the other four I needed were not on the cover of the same mag.

The ones I've got are Ryu, Guile, Ken and E. Honda. The other four Dhalsim, Blanka, Zangief and Chun Li should have been put on issue 4 of your brilliant, wicked and superb magazine, because it's pretty dooty buying two magazines just for the postcards, so get your act together.
PS. Please, please, please, please, please, please could you do some reviews for the Neo Geo, as you play a lot of Neo Geo games on GamesMaster on Channel 4. Or could you send me any sort of booklet of Neo Geo reviews
PPS. Is the Gamesmaster Club any good, if so could you send anything to do with it because I would like to join.
Your mag is brill.
Ian Fothergill,
Rochester, Kent

These are the cards that Ian hasn't got – great aren't they Ian? Looooook at them! We've got loads of these. Loads and loads. Sad isn't it, Ian?

Try to get Ian to drink decaff coffee, Mrs Fothergill. And cut out E-additives from his food.

Anyway, Ian. If we may turn to you now. Find someone who's got the other characters and offer them a small bribe to get the cards. Possibly some money, or perhaps a nice sandwich. You'll think of something.

Neo Geo? Well we may just be planning a treat for you in that department. But we're not going to let on too much, because your bladder might let go.

And finally, the club. Yes, it's well worth joining. Details are on the leaflet with the application form. Read that and then decide.

SADDO CORNER

DREAM ON

I've been reading your magazine ever since issue 1 and I was so amazed when I saw postcards of my favourite games characters on the front of your issue 3. I thought to myself... if you would carry on doing postcards, they would be collectors' items some day. I would also like to make a personal plea. Because you're making the *Streetfighter 2 postcards*, would you make and print some of Vega, Sagat, Balrog and my bestest favourite greatest player there ever was M. Bison. I would be so grateful for this that I would buy every GamesMaster magazine 10 times round, so would you make my dream, wish and long life desire come true? Please, please please.
Adam Farina
Hale, Cheshire

One day, Adam, you might have a family. A wife, a couple of kids and maybe a dog. Everything will be lovely. But in a few years we'll call round.

We'll show the letter you wrote to your family. And your embarrassment will know no bounds. One day, Adam.

WHO'S THIS LOONEY?

Guten Tag, fellow tranducers! What, I ask of you, is the point of spending over £100 on a console? I think everyone should take a leaf out of my book and buy a Binatone from a car boot sale, they can be purchased for 7p, or exchanged for a Raleigh Chopper 7" chain ring.

After you have finished with your piece of hi-tech wizardry, you can fry the micro-processor in a white wine sauce and purchase a new Binatone next week! Eat your greens and don't take computer studies GCSE.
Ben 'the pen' King
Preston, Lancs

Ben the git, more like.

I can't be bothered to answer this. Quick game of *Streetfighter 2*, James?

Next Month!

So then. That'll be the end of another issue. And hey, we hope it was as good for you as it was for us. Parts of the issue were great (the stuff Jim left us to do alone) and parts of it were not so great. But on the whole, we think it was a pretty fine read, and hope you agree. Of course, if you're the sort of person who reads their magazines from the back, then you've got the whole issue to look forward to! Hooray!

Anyway, the next issue (as it says down there) will be out, ooh, in about a month's time. So I suppose you'll be wanting to know what we've got lined up. Well, let's cut straight through it all shall we? We just don't know! Apart from the conclusion of our *Cybernator* and *Chaos Engine* tips, there'll probably be a bunch of previews and some games reviews too. It'll be really super, in an unconfirmed, skin-of-your-teeth sort of way. So, see you then!

GamesMaster June issue on sale 20th May

STEEL TALONS

Steel Talons is a high-tech combat flight simulator with 360° polygon graphics giving total control over the most advanced attack helicopter currently being used by the United States Army. So, strap on your flight harness and prepare for the ride of your life!

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- 3 LEVELS OF DIFFICULTY
- STATE OF THE ART WEAPONRY, INCLUDING A 30MM CHAIN CANNON
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TURN UP THE HEAT!

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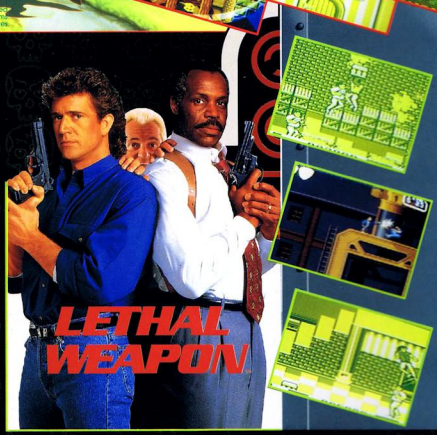

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